

STAR WARS®

**GUNDARK'S
FANTASTIC
TECHNOLOGY
PERSONAL GEAR**

GUNDARK'S FANTASTIC TECHNOLOGY PERSONAL GEAR

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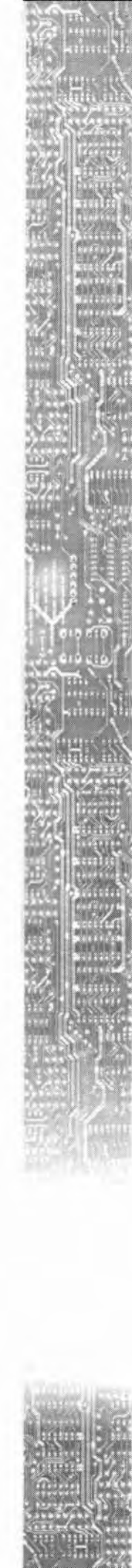
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To: Commander Drev Prilarca, NRSF Arms Interdiction Task Force

From: Major Shepprd Barron, CorSec (retired)

RE: "Gundark" Arms Ring

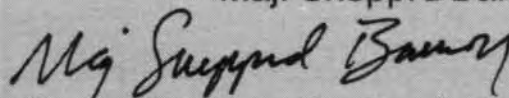
Commander:

As per your request (datapad ref. 92847/98234), I have managed to retrieve files from the CorSec criminal database regarding the individual who operates under the alias "Gundark"—his dossier is attached to this transmission.

I have also acquired a copy of the illegal database that "Gundark" maintains, apparently as a sort of catalog. This catalog is encrypted and covertly inserted into local HoloNet carrier signals, particularly any governmental or law enforcement bandwidths; apparently "Gundark" has a keen sense of irony.

Regards,

Maj. Shepprd Barron



Major Shepprd Barron, CorSec (retired)



Organization Profile: The "Gundark" Arms Ring

Type: Illegal Arms and Equipment Dealers

Crime Boss/Leadership: "Gundark" (real name unknown)

Principal Criminal Activities: Illegal transportation of unregistered weapons, possession and sale of contraband military weapons, possession and sale of contraband military explosives, possession and sale of stolen property, theft, assault.

Criminal Affiliations: Unknown.

Territory: Unknown. Last seen in the Elshandruu Pica region. Outer Rim Territories—from Minos Cluster to Parmic Sector—appears to be "Gundark's" primary base of operations.

Payroll: Unknown.

Violence Index: 35 ("Gundark" typically engages in violent activity only when he is near capture).

Suspect Profile: The individual known as "Gundark" has never been identified, and his origins are unknown. It is believed that he was once affiliated with Black Sun, but his ties to this once-feared criminal organization have since been cut. Few reliable descriptions of this individual have been obtained, though the following facts are believed to be reasonably accurate:

Height: 2.2 meters

Sex: Male

Age: Between 38–42 years old

Species: Unknown, possibly a Houk.

Scars/Distinguishing Marks: "Gundark" has a thick, heavy build, indicating he was born and raised on a world of higher-than-standard gravity. He is bald, and his face is typically obscured by sunvisors or goggles at all times. (See artist's simulation.)

CorSec Evaluation: "Gundark"—through extensive contacts—has been a major arms dealer, specializing in military-grade weapons and explosives. The apprehension and incarceration of this criminal should be made a top priority.



Illustration by LFL



Gundark's Fantastic Technology: Personal Gear

Gundark's Fantastic Technology: Personal Gear is a compilation of equipment intended for use with *Star Wars: The Roleplaying Game, Second Edition*. The information in this volume is presented from the point-of-view of individuals that operate within the black market. As a result, several of the items found in this volume are not only highly illegal, but extremely rare and should be used carefully in gameplay. However, many other items are more commonplace and can be found in more legal venues.

In addition to game stats, most entries in this book contain "notes" (uploaded to Gundark's weapons database by smugglers, slavers, thieves and other such unsavory types). Some of these comments are intended as scenario hooks. Others

are intended to suggest modifications to equipment. Several of the addendums contain suggestions on how and why weapons and equipment malfunction; these suggestions can easily be used if a player rolls a "1" on the Wild Die.

Timeline

This version of Gundark's Gear Datalog is published during the New Republic era. Some of the equipment listed in this volume is not available during the "Classic" *Star Wars* era (between *Star Wars: A New Hope* and *Return of the Jedi*). Items that are only available during the New Republic era are marked with an asterisk (*) in the entry's availability code. Most of these items could have been found during the previous years of Imperial Rule; this is still a black-market guide, so not much will have changed in terms of price or availability.

Gundark's Gear Datalog

Gather round, grubbers: Gundark's back! It's been a while since I put out a datalog for you "esteemed" customers and some of you have been hounding me to update the inventory scandoc. So here's the latest Gear Datalog.

Now remember, I wouldn't be talking about these items if I didn't have samples of them in my possession, so look through the datalog and make up your wish list. When you know what you want in your greedy little hands, come find Gundark. (Contacts can be arranged via the HoloNet; match bandwidth with the carrier wave that brought you the Gear Datalog and I'll be in touch.)

The Black Market

"Illegal commercial practices—the sale and distribution of armaments, medicines, droids, computers, explosives and other such commodities—is to become a top priority of His Royal Majesty's Customs and Navy. Emperor Palpatine decrees that all such illicit commerce be stopped immediately, and all troops must make the destruction of these so-called 'black marketeers' a high priority. The unlicensed sale of goods has always been an offense; it henceforth will be upgraded to a Class One infraction, and officers of the Imperial military should exercise all possible force to root out these traitors under direction of the Imperial Bureau of Taxation, Division Three."—Excerpt from a memorandum prepared by Imperial Advisor Ars Dangor shortly before the Battle of Hoth.

"Nothing is illegal...provided you have enough money."—Attributed to an unidentified arms merchant.

Background

The black market—sometimes referred to as the Invisible Market—is a catch-all term that describes the illegal sale of commodities. The illegality of these transactions is relative: selling food without a permit is not as serious a crime as selling blasters, grenades or lightsabers. Still, black-marketeering is a serious offense. The Empire—particularly during the early stages of the Rebellion—instituted severe crackdowns on smuggling and the sale of contraband, largely to prevent munitions from falling into the Alliance's hands.

A newly-formed division of the Imperial Bureau of Taxation—Division Three—was created to direct the campaign against black market trade. Division Three (D-3) was little more than a CompForce detachment with a loose affiliation with the Imperial Bureau of Taxation. Given CompForce's rather extreme methods of problem solving, this led to a very aggressive campaign against the black market.

As a result of D-3s actions, many smaller businesses that once escaped official notice (and consequently avoided the Imperial bureaucracy that governs commerce permits) became targets of Imperial scrutiny. Hundreds of merchants that operated unlicensed food and droid shops were incarcerated, while thousands more were fined or subjected to property seizure. In many cases D-3s actions were extremely violent, and a shocking seventy percent of the individuals apprehended required medical attention. In the short term, the Imperial anti-contraband campaign was successful, though the measure had long-term effects detrimental to the Empire.

Several of these merchants—or members of their families—joined the Alliance, railing at the injustice of D-3s campaign. After the Battle of Endor, the New Republic began to quietly shut down black market operations as well. The irony of this was not lost on the Provisional Council; the Rebel Alliance had purchased much of their equipment through illegal channels. Rather than arrest black marketeers, the New Republic offered amnesty, tax credits and other inducements to convince the illegal traders to “go legit.” (The program was modestly successful, though a handful of black marketeers refused to be “bought out” by the government; such individuals—Gundark included—are still counted fugitives.)

The Black Market is not an organized group. Instead, a collection of individuals who seek higher profits than what can be gained through the legitimate sale of commodities. Many black marketeers are simple merchants who tired of Imperial or New Republic trade restrictions, while others simply enjoy the risks. Several corporations and legitimate businesses recognized the potential profit that could be gained by tacitly supporting black market operations; a blaster pistol can sell for as much as five times the normal retail price on the black market. By “accidentally” misrouting shipments of goods to deniable agents, corporations could gather a large amount of untraceable wealth.

Such operations are usually high-risk ventures: the penalty for black marketeering under the Empire was extremely stiff, and is only slightly less stringent under the New Republic.

Black Market Operations

Given the wildly individualistic nature of most black marketeers, there is no true “pattern” or organizational model to follow. A few traits are shared by most black marketeers, however.

- **Secrecy.** Black marketeers survive by remaining hidden from official notice. Most black marketeers subject potential clients to rigorous background checks, sometimes lasting as long as a standard year. These checks include discreet inquiries into a client’s past, friends, family, political affiliation,

Division Three Field Agent

Type: CompForce Special Officer

DEXTERITY 3D+2

Blaster 6D, dodge 6D, melee combat 5D, melee parry 5D

KNOWLEDGE 3D+2

Alien species 4D, law enforcement 6D, law enforcement: D-3 legal codes 7D, planetary systems 5D, streetwise 7D

MECHANICAL 2D+2

Astrogation 4D, space transports 5D, starship gunnery 6D, starship shields 6D

PERCEPTION 3D

Bargain 5D, command 5D, command: D-3 assault troopers 8D, search 6D, sneak 6D

STRENGTH 3D

Brawling 6D

TECHNICAL 2D

Computer programming/repair 4D

Character Points: Varies; typically 5–15

Move: 10

Equipment: Heavy blaster pistol (5D), knife (STR+1D), stun cuffs (4D stun damage), datapad, military protocol droid, 5,000 credits.

Division Three Assault Trooper

Type: CompForce Special Agent

DEXTERITY 3D+2

Blaster 5D, dodge 6D

KNOWLEDGE 3D+2

Law enforcement 5D, survival 5D

MECHANICAL 2D+2

PERCEPTION 3D

Investigation 5D, search 5D, sneak 5D

STRENGTH 3D

TECHNICAL 2D

Character Points: Varies; typically 2–7

Move: 10

Equipment: Blaster rifle (5D), power armor (+1D energy, +2D physical), heavy blaster pistol (5D), three grenades (5D), knife (STR+1D), medpac

financial status, and other such data. If the individual has no ties to law-enforcement agencies or other official organizations, the black marketer will usually allow a client to make contact, often through an intermediary.

- **Security.** Physical security is of paramount importance to black marketeers, particularly when dealing with a customer. Since a client is willing to break the law in dealing with the black marketer, the client is clearly not someone who can be trusted. Security measures—bodyguards, electronic surveillance, body armor, personal force fields, and so on—are always in place well in advance. In addition, most weapons dealers will not sell the customer a complete weapon package, directing the client to an alternate location (well removed from the marketer’s getaway route) to collect ammunition, power packs, detonators and other weapon components.

- **Anonymity.** Most black marketeers refuse to use their true names, preferring to rely on a string of aliases. While CorSec, D-3 or other law-enforcement agency can track a marketer by fingerprint

or genetic marker, a convincing false identity can muddy up the trail considerably.

- **Mobility.** Avoiding patterns is the best way for a black marketer to evade capture. Most black marketers move from sector to sector, relying on secure transmissions word-of-mouth to lure potential customers.

- **Market knowledge.** The law of supply and demand applies to black marketers, perhaps more than it does to mainstream, legitimate businesses. When a government declares a particular commodity to be illegal, it creates instant demand for that product—and increases the profit margin for the seller as well. A prohibition against blasters allows a black marketer to fetch an outrageous price for a BlasTech DL-18. Unfortunately, the punishment meted out if he is caught is usually equally outrageous.

Contacting The Black Market

Most black marketers are not easy to contact. The following are suggested methods of locating and communicating with illegal traders:

- **Corrupt officials.** Many port officials—typically overworked and underpaid—receive small kickbacks from black marketers. The official simply directs those seeking contraband dealers to a pre-arranged meeting site. (This site is usually chosen by the black marketer because it affords the best chance to observe the potential client without being detected.) Most corrupt port officials will also insist on a “security deposit” (a bribe) from player characters seeking to make contact with the black market.

- **Infochants.** Most information merchants exist on the fringes of the criminal element and—as a matter of professionalism—keep tabs on many black market operations. Infochants do not often reveal this information except at an extremely high price (to avoid reprisals in the event that the client is not legitimate).

- **HoloNet.** A favorite trick of many black marketers is to piggyback contact information—in highly encrypted form—onto local holonet transmissions. If a client knows the proper bandwidth and decryption algorithm, it is possible to contact the illegal trader. Gundark favors this method of contact, and even posts his catalog of wares by slicing into holonet transmissions.

- **Cynabar's Infonet.** Cybanar's Infonet, an illegal newsnet service for smugglers, often supplies information on black market operations, and many black marketers post contact information there.

- **Word-of-Mouth.** Perhaps the most dangerous method of contacting a black marketer is word-of-mouth. Smugglers, arms dealers and other unsavory types are not noted for their integrity. Any rumors about black marketers should be taken as extremely sketchy. A favorite tactic of law-enforcement sting operations is to seed a cantina with undercover agents selling bogus contact information to would-be clients. These clients are given information that leads them directly into custody. Still, some black marketers—Gundark included—rely heavily on word-of-mouth to hawk their wares.



Illustration by Mike Vilardi

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武器目錄

Melee Weapons

Dematoil

The Bitthævrian dematoil is a custom-designed morningstar that is not only a potent personal combat tool but also the ultimate symbol of a Bitthævrian warrior's ability. The spikes of the weapon's ball are quills taken from warriors the wielder has defeated in person combat. The greater the warrior, the more quills on the weapon and the more damage it will do.

All Bitthævrians have large quills on their elbow joints; the stronger and older they become, the larger these quills become. Most great warriors have quills of considerable size: if they are bested, the warrior who has defeated them is given the right to take the largest quill of their weapon arm and affix it to his dematoil.

Dematoil

Type: Bitthævrian Morningstar

Scale: Character

Skill: Melee combat: dematoil

Cost: Not available for sale

Availability: 4, X

Body: 3D-5D+1

Difficulty: Moderate-difficult

Damage: STR+1D-STR+3D

Game Notes: The damage of a dematoil is dependent upon the greatness of the warrior and how many personal victories he has had.

"Credman"/44:9:4:85/Ral• This is one of those collectable items that you can only get when you pry the cold, dead fingers of the previous owner off of it. I was able to get one with no quills on it, only because I went to Guiteica and stayed there for a couple of years, successfully learning what

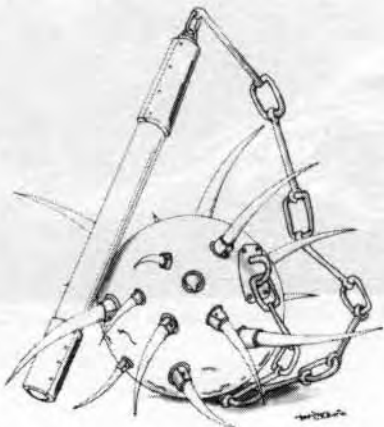


Illustration by Jerry DeCrotie

materials the dematoil was made out of. I built the basic ball and chain, but I don't think I'll ever touch one that has a quill on it. If anyone ever finds one, you make sure to contact me through these channels; I'll take it off your hands, no questions asked and a lot of money paid.

Ekkar Arms Coyn'skar

The coyn'skar is a pole weapon with a lengthy, sharp blade on one end and a hook at the base. The shaft is tooled in such away as to offer maximum grip. The hook can be used to trip or disarm an opponent.

Ekkar Arms Coyn'skar



Illustration by Mike Vilardi

Model: Ekkar arms coyn'skar

Type: Coynite bladed pole

Skill: Melee combat

Cost: 400

Availability: 3

Difficulty: Moderate (blade), Very Difficult (disarm with hook)

Damage: STR+2D (blade), STR+2 (hook)

Dr. Itlar/40:8:5:62/Cha• When it comes to melee weapons, Ekkar Arms has a gift for crafting items of great beauty. I have owned a coyn'skar for a couple of years now; I get together with a couple of friends of mine and we occasionally practice dueling with them. I'm proud that I own a complete set of Ekkar arms combat weapons; I got them on a visit to the Coynite factory. Oh, sure, it's not like they are really any use in day-to-day life, but I think they are some of the most beautiful weapons around.

Ekkar Arms D'skar

The D'skar is a dagger, the most common weapon among the Coynites. These weapons are known for their fine craftsmanship and deadly blades. D'skar range in length from 30 centimeters to a half-meter and each D'skar is unique. These weapons are extremely durable and have been known to last for centuries with proper care.



Mike Vilardi

Ekkar Arms D'skar

Model: Ekkar Arms D'skar
Type: Coynite dagger
Skill: Melee combat
Cost: 150
Availability: 3
Difficulty: Moderate
Damage: STR+1D+1

Red/44:3:6:23/Atz• The d'skar is probably the easiest Coynite weapon to find off-planet, but if you do find one, I bet the price will easily have quadrupled. It's probably best to wander over to Coyn and visit the Ekkar Arms site. Just remember, when you get your blade, don't show off with it on Coyn—they are very serious about their planetary rules and breaking any of them can mean death.

Ekkar Arms Sat'skar

The sat'skar is another Coynite weapon—a long, sharp-edged sword that is extremely difficult to master. The blade is grooved, creating a serrated edge that inflicts terrible wounds.

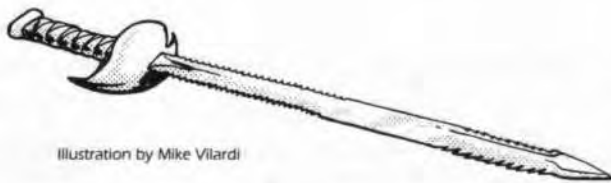


Illustration by Mike Vilardi

Ekkar Arms Sat'skar

Model: Ekkar Arms sat'skar
Type: Coynite sword
Skill: Melee combat
Cost: 700
Availability: 3
Difficulty: Difficult (Very Difficult if swung one-handed)
Damage: STR+3D+1 (if swung one-handed, damage is only STR+1D)

Dr. Ithar/42:8:2:94/Cha• The sat'skar is probably the hardest to find of any Ekkar Arms' products. Sat'skars take so long to make and have such craftsmanship in them that they are reserved for the warriors of their world rather than allowing offworlders access to them.

Hand-Held Contact Stunner

The contact stunner is a hand-to-hand stun weapon developed for bodyguards and security forces. Easy to operate and conceal, the weapon is quiet and non-lethal.

The CS-12 is a small cylinder, 15 centimeters long and 5 centimeters in diameter. A flat disk with 13 contact studs protrudes from the forward end; it delivers a silent electronic stun charge. Since the CS-12 is made of consumer-grade materials it can be smuggled through most weapons detectors.

Hand-Held Contact Stunner

Model: SoroSuub CS-12 Stun Master
Type: Contact stunner
Scale: Character
Skill: Melee combat: contact stunner
Ammo: 5
Cost: 575, (power cells: 15)
Availability: 2, R
Damage: 4D+2 stun
Game Notes: Very Easy difficulty to use; Easy to hide (+2D to hide against weapon detectors, +1D against physical searches).

Lowwel/44:9:4:86/Klu• The Stun Master certainly made my job a lot easier. I'd disguise myself as a merchant and buy passage aboard a luxury cruiser. Halfway into the tour, I'd start taking out the security guards and eventually get to the pilots. Once they were out, I'd steer the ship over to where my buddies were waiting. After taking as much plunder as we could hold, we'd just let the cruiser drift off on its way. This way, there was no mess, no one could identify us and the bounty on us was as light as you could get because we never killed anyone.

Neuronic Whip

This terrible weapon is adored by serious slavers. From out of the black handle comes a long thin strand of wire which can pack quite a wallop in electricity. With a small switch on the handle, the user can knock out a man in a single blow. For the more sadistic, there is a second setting which actually injures the victim instead of stunning him.



Illustration by Jerry DeCrotie

Neuronic Whip

Model: ThoCorp Neuronic Whip
Scale: Character
Skill: Melee combat: neuronic whip
Cost: 700
Availability: 4, X
Difficulty: Easy
Damage: STR+1D or 5D stun (two settings)
Game Notes: Power pack lasts for three hours.

Lowwel/43:2:8:33/Lia • With all the different stun weapons and such out there, there is no real reason for such a cruel weapon to exist, except that slavers feel the need not only to overpower their victims, but to degrade them. Those who own neuronic whips are usually, in my opinion, fairly evil critters.

Ellylyn/43:2:8:92/Sul • Spare me. The whip is not such a bad weapon and more than that, it keeps people in line. I have never had a problem with any of my people when my neuronic whip was in my hand. However, I put it down for a moment and I was nearly shot by a runaway who decided he could take me. All because I didn't have a symbol of authority with me.

Lowwel/43:3:1:54/Lia • That's what you get when you rule through fear. Next time, try exercising some leadership.

Rantok

The rantok is an ancient Ka'hren sword that was used by the Unfyr warriors centuries ago. The weapon consists of a thick straight blade approximately a third of a meter long. On each side of the hilt is a large crossguard that thrusts upward, much like the daggers of the Fpi Assassins. On the flat side of the blade are small quillion which are



Illustration by Jerry DeCrotie

used to catch the blades of enemy swords. The rantok was designed to be used either one- or two-handed: it is lethal either way.

The Unfyr used the sword for any and all military purposes and it was also a highly regarded ceremonial weapon. For ages, it was used by all Ka'hren warriors. It remained the preferred

Ka'hren weapon even after the introduction of ranged weapons. Eventually, however, blasters and such weaponry replaced the blades, and the Unfyr, unwilling to accommodate the new technology, have essentially become extinct.

Rantok

Type: Sword
Scale: Character
Skill: Melee combat: rantok
Cost: Not available for sale
Availability: 4
Difficulty: Difficult
Damage: STR+1D+1 (one-handed), STR+2D+1 (two-handed)
Game Notes: When used two-handed, reduce the difficulty one level, but no parries are possible.

"Credman"/43:3:2:48/Ral • I have been offered tens of thousands of credits for my rantok; I still won't sell it. It was practically luck that I found mine in the first place and I have no desire giving it up after that. It's a difficult weapon to use (the shape and weight make it unwieldy for those of my stature) but, with practice, it is a formidable and beautiful piece of weaponry.

Stun Baton

The stun baton is a short club with a small power pack in the handle. When activated, the power pack generates a stun charge on the end of the club (a power pack lasts for three hours of consecutive use).



Illustration by Storm Cook

Stun Baton

Model: Merr-Sonn Stun Baton
Type: Stun baton
Scale: Character
Skill: Melee combat: stun baton
Cost: 300

Availability: R

Difficulty: Easy

Damage: STR+2D+2 (includes stun charge; STR+1D if stun charge is not on)

Game Notes: Power pack lasts for three hours.

Holam/39:4:9:01/Bes• Stun batons became very popular after the New Republic eased certain weapons restrictions. After living under Imperial rule for so long, there was a small surge in petty crimes (as certain elements felt the need to exercise their freedom). Law-enforcement agencies were immediately supplied with as many stun batons as could be found. They sufficiently prevented would-be criminals from committing offenses by reminding them that there was still an authority to answer to.

Stun Baton (Z2)

A stun baton commonly used by many slavers, riot police and beings whose job it is to control other sentients, the Merr-Sonn Z2 is a popular two-setting baton that can be used as its name so implies, or (and seemingly more often) for lethal force.

Stun Baton (Z2)

Model: Merr-Sonn Z2 Stun Baton

Type: Stun baton

Scale: Character

Skill: Melee combat: stun baton

Cost: 400

Availability: R

Difficulty: Easy

Damage: STR+1D or 5D stun (two settings)

Game Notes: power pack lasts for three hours.

Shi'lin/36:3:6:16/Gel• The Z2 packs quite a punch when used with the stun setting. Merr-Sonn meant it for peace-time officers, but ended up giving an edge to the slavers as well. You can't really accuse slavers of using the lethal force setting often; remember, property damaged is worthless. I don't think any of our crew ever used a stun baton to kill a slave in the entire time I was on the circuit. Even after I gave up command and retired, I still hear from the guys and they've not lost a slave yet to either an escape or a beating. That, let me tell you, is a very good record.

Stun Cloak

Originally designed as a personal defense system, this meter-long habit is also effective as an offensive target at close range. Specially designed fibers on the outside of the cloak give this garment its particularly attractive metallic sheen. When brought into contact with living tissue, however, these fibers also act to electrostatically adhere to the target's body. Once activated by a hand-held relay (disguised as the cloak's clasp), the garment produces a focused electrical charge capable of stunning the acquisition into submission.

Stun Cloak

Model: Koromondain PDS, Inc. Model SVT-300

Type: Stun cloak

Scale: Character

Skill: Melee combat

Ammo: 3 before power cell is temporarily depleted; holds total of 8 charges

Cost: 1,500

Availability: 2

Difficulty: Moderate (Easy if target is attacking)

Damage: 5D (stun damage)

Game Notes: The stun cloak has a micro cell that recycles in three minutes after the initial three charges are used. The cell can be powered up from any external generator in two rounds. A target must make a Difficult *melee parry* or *brawling parry* to avoid contact with the cloak.



Staven/40:6:1:97/Nar• I had a stun cloak when I was thieving for a small-time criminal organization—the Red Star Ring. We had pulled enough money together to buy one and I was chosen to wear it because I was so young and frail-looking that I seemed the easy target. The scam was simple: the other guys in the outfit would fake an attack on me and leave me in the street. The first person who reached down to help me up was zapped by the stun cloak and I made off with the unfortunate individual's credit voucher.

Stun Gauntlets

Stun gauntlets typically appear to be a pair of standard heavy gauntlets with extremely long cuffs. The gauntlets conceal a tiny battery connected to a mesh of contact wiring over an insulated glove which, when activated, delivers a stun charge on contact. Stun gauntlets can be useful

when a combatant is disarmed of more conventional weapons.

Stun Gauntlets

Model: Palandrix Personal Protection Gear Stun Gauntlets
Type: Hand-to-hand stun gauntlets
Skill: Brawling
Ammo: 10 charges
Cost: 300
Availability: 2
Difficulty: Easy
Damage: STR+2D



Illustration by Storm Cook

Fal'Orssk/44:8:5:29/Ark• I always wore a pair of stun gauntlets when I was smuggling on worlds with laws against carrying weapons. Sooner or later, a bounty hunter or angry marketer would decide to try to take me somewhere and I'd have to fight. Rather than risk breaking the law and face bigger problems, I wore the gauntlets and let loose with a barrage of punches at whoever was trying for me. I didn't even have to hit well, just hard.

Linzre/44:8:8:02/Tal• You have to be careful with stun gauntlets; the insulation between the stun charge delivery system and your skin can break down, especially for species—like the Rodians—whose perspiration or skin oils are somewhat acidic. When the insulation goes, the stun charge can back up on you and knock you flat.

Taser Staff

Once the standard melee weapon of Coruscant Guards, the taser staff is a potent weapon for crowd control and riot suppression. Able to de-

liver a lethal or stunning charge, the weapon literally crackles with energy when it strikes a target. The weapon is balanced and each end is weighted, making the weapon quite effective even after the power pack has been fully drained. It's quite light at only 10 kilograms and it can be separated into three pieces to be carried in a backpack.

Taser Staff

Model: Merr-Sonn Taser Staff
Type: Taser staff
Scale: Character
Skill: Melee combat: taser staff
Ammo: 50 (charges)
Cost: 500 (power packs: 40)
Availability: 4, R
Body: 2D
Difficulty: Moderate
Damage: 5D or 5D stun (uncharged attack caused STR+1D damage)

"Credman"/39:9:3:85/Csc• After the Coruscant Guards were vanquished, the taser staff became extremely collectible, particularly among New Republic sympathizers on Imperial Center.

Dallysin/39:9:7:01/Bor• The taser staff is restricted weaponry on Coruscant lately. Apparently some Black Sun remnants hijacked a load of these things from the New Republic armory docks and rampaged through the Coruscant undercity. As a result, there was an NRI crackdown on the weapon after a rash of muggings and burglaries.

Hellic/40:0:0:76/Csc• I actually managed to obtain a taser staff and shipped it off Coruscant. I discovered one major flaw with the "collapsible" option: once the weapon is separated into three pieces, it is prone to damage. If you mistreat the weapon in its disassembled state, it may be impossible to put it back together when you need it.

Vibro dagger

The Talon is a favorite among pirates, infiltrators, Imperial Storm Commandos, and others who need to operate silently or cheaply. Purely functional, these deadly weapons have virtually no aesthetic appeal, but are efficient weapons in properly skilled hands.

Vibro dagger

Model: LaserHone Talon Vibrodagger
Type: Personal combat vibroblade
Skill: Melee combat
Cost: 50
Availability: 2, R
Difficulty: Easy
Damage: STR+2D (maximum: 6D)

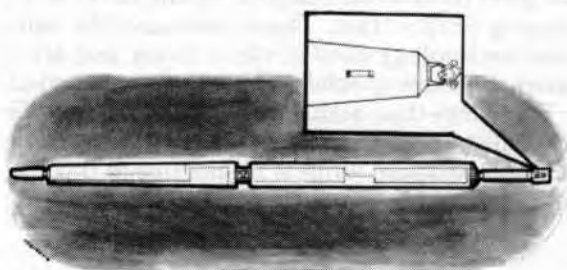


Illustration by Jerry DeCrotie

Aiden/42:7:2:39/Csc• It seems everyone these days is carrying a vibrodagger; of course, that is the way LaserHone's marketing department planned it. The Talon is extremely cheap, easy to use and makes no sound. This makes it one of the best weapons for small-time killers and thieves. I'll admit it, I've got one too. It comes in handy in any situation.



Illustration by Storn Cook

Drayton/42:9:1:05/Cor• Actually, the vibrodagger makes a handy tool for slicing open magnaseals on cargo crates. Forget the vibrodagger's obvious combat applications; as a shipjacking or thieving tool, it is blasted effective.

Vibrorapier

The LaserHone Duelist vibrorapier is a particularly elegant vibroweapon, carried by nobles, gentlebeings and those who like to maintain an air of roguishness. LaserHone vibroweapons have a greatly attractive feature: unlike many vibroweapons, LaserHones are silent (actually ultrasonic), lacking the high-pitched whine that is so common to weapons of this type.

Besides its good looks, the vibrorapier has another purpose in the modern day. Used by pirates and privateers, it is preferred to a blaster during boarding actions, when a stray energy bolt could punch through a ship, killing everyone.

Vibrorapier

Model: LaserHone Duelist Vibrorapier

Type: Personal combat vibroblade

Skill: Melee combat

Cost: 300

Availability: 2, R

Difficulty: Moderate

Damage: STR+3D (maximum: 7D)

Capt. Rislar/41:9:4:04/Cri• One of the first things I gave my crew to win their loyalty was a LaserHone Duelist for each member. Everyone knows that



Illustration by Storn Cook

LaserHone is the best vibroweapon out there. No sound, nice lines and is very well-balanced. Well, my crew knew the value of a good weapon and they have never challenged me for command.

Vibro-saw

The vibro-saws used by workers to cut down the greel trees were designed by the Greel Wood Logging Corporation. These saws use the same vibro technology used in vibroblades, and are in essence a more specialized version of a vibro-ax.

Some less-than-stable individuals, such as Xenon Nnaksta, choose the vibro-saw as a close-quarters weapon. While it is effective in this use, it's much better suited to cutting greel trees.

Vibro-saw

Model: Greel Wood Logging Corporation Tree Felling Vibro-Saw
Type: Vibro-saw
Scale: Character
Skill: Melee weapons
Cost: 400
Availability: 1, R
Difficulty: 15
Damage: STR+2D+1

Rigglen/39:4:4:51/Tri• The vibro-saw is a good tool for cutting through bulkheads or armored doors, and has one benefit over other types of vibro-weapons: *it isn't illegal to own one.*

Zenji Needles

Used by the enigmatic group of women known as the Mistryl Shadow Guards, zenji needles are deadly throwing weapons. They are 10 centimeters long and the ends are usually decorated with a jewel of some type, lending to the balance and weight of the weapon. Usually worn as decorative hair ornaments, the lacquered zenji needles can be hurled with deadly accuracy. With sufficient force, zenji needles can crack some forms of battle armor.

Zenji Needles

Model: Custom-made Mistryl zenji needles
Type: Throwing needles
Scale: Character
Skill: Thrown weapons; zenji needles
Cost: Not available for sale
Availability: 4
Damage: STR+3D+1 when used with *thrown weapons: zenji needles* specialization, otherwise STR+1D

Isham/37:9:3:85/Csc• The only time I have ever seen a zenji needle was after it had been thrown at my head. I don't know who had targeted me for the attack (or even who *threw* the flarging thing) but I spent weeks in a bacta tank healing up. The five other guards in the room weren't as lucky...I was the only survivor of the attack. Don't be fooled by the primitive appearance of the zenji needle. In the right hands, it is an *extremely* deadly weapon.



Illustration by Jerry DeCrotie

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THE
NEW
STYLISH

Projectile Weapons and Slugthrowers

Projectile Weapons

Auto-caster

The auto-caster is an ancient weapon designed for use by snipers. The repeating crossbow is very quiet and has excellent aim. It automatically loads the next quarrel into the firing groove, allowing an emergency second shot in case the first one does not hit.

Auto-caster

Model: Drolan Plasteel Repeating Crossbow
Type: Crossbow
Scale: Character
Skill: Missile weapons: crossbow
Ammo: 20 quarrels
Cost: 700
Availability: 1, 2
Fire Rate: 2
Range: 3-8/20/35
Damage: 3D
Game Notes: Upon releasing a quarrel, the next projectile automatically loads into the firing groove.

Dr. Itlar/38:3:3:29/Cha• Smugglers have been coming up with some fair reproductions of these archaic weapons. Typically they try to pass them off to naive buyers who wouldn't know a genuine antique if it bit them. The original auto-casters are so rare, and to find one in good working conditions is practically impossible. The only one I ever saw demonstrated was at a special antique weapon show on Coruscant. Have to admit, I wanted one just like every other weapons nut in the crowd.

Kolln/39: 4:2:09/Cor• I heard a bunch of Outer Rim outlaw techs have been putting together decent-quality reproductions of the auto-caster to arm their security grunts with. Forget collectability; a good weapon is a good weapon.

Dart Shooter

Dart shooters are the favorite weapons of con artists, espionage agents and anyone else who need to carry around weapons without anyone noticing. Because these weapons are spring-powered and very small, weapons detectors seldom pick them up. However, their small size makes the darts in of themselves largely ineffective. Nor-

mally, the micro-sliver darts must be coated with stun serums, neurotoxins or other substances to be effective.

Dart Shooter

Model: Typical dart shooter
Scale: Character
Skill: Missile weapons: dart shooter
Ammo: 30 (per clip)
Cost: 350
Availability: 1, F
Fire Rate: 4
Range: 2-4/8/10
Damage: Varies by toxin; normally 2D-6D stun or normal damage

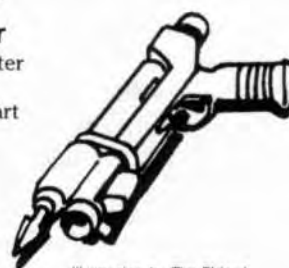


Illustration by Tim Eldred

Aiden/41:1:3:95/Tra• I first picked up a dart shooter on a job on Corellia—I had to stun a prominent Black Sun operative for my clients, who had a snatch-and-grab team nearby. I used a special poison that zoned out the victim immediately and dissipated as a gas soon after. Well, it worked perfectly and I was smart enough to get off-planet with the credits before my clients decided they didn't need me anymore. I got out just before the "clean-up" team fragged my position. I kept the dart shooter all these years to remind me of the good old days...and never to trust grubbers offering a deal too good to be true.

Duo-Flechette Rifle

This gun fires twin cartridges filled with slivered shrapnel flechettes out its stubby double barrel. It is a powerful weapon at short range, but it is not terribly accurate or effective at longer ranges.

Duo-Flechette Rifle

Model: Salus DF-D1
Type: Flechette rifle
Skill: Armor weapons
Ammo: 5
Cost: 1,000
Availability: 3, R or X
Range: 3-10/30/60
Damage: 5D

Jorsk/39:8:3:21/Taa• I don't know, I mean, it's a great concept and all, but I have always preferred

weapons range over innovative design concepts. This weapon can cause a lot of unnecessary damage and law-enforcement officials pick out the weapon fairly easily just because of the mess that's left behind. If you're seen carrying one, you'll probably get arrested immediately. As a matter of fact, they'll likely *find* a crime somewhere in the system to blame on you. No, it's not worth it.

Prender/39:9:1:02/Lli• I've heard stories of bounty hunters being picked up for equipping their armor with these weapons. Personally, I keep mine aboard ship in a quick-access rig near the landing ramp. Anybody who tries to pull a fast one during a run end up looking down the business end of my duo-flechette...for a few seconds, anyway—right up until I hit the trigger.

Flechette Launcher

Flechette launchers are portable, shoulder-fired weapons that fire flechette canisters, which release scores of micro-darts in the blast area. They make excellent anti-personnel weapons, as they have the range of a rifle and the effectiveness of grenades. There is also armor-piercing ammunition that can punch through heavy vehicle armor. Flechette canisters have computerized variable range settings: the shooter must determine at what distance the flechette canister will explode.

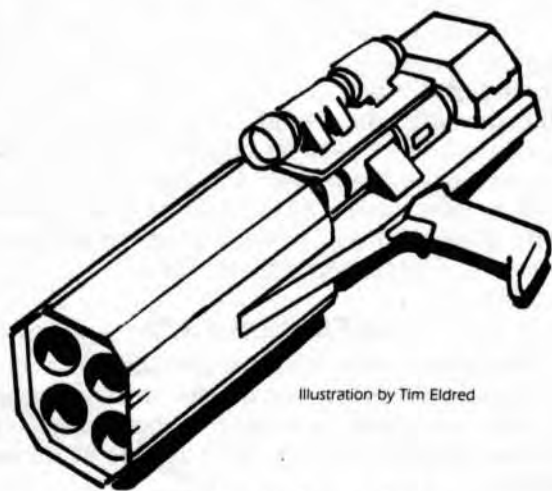


Illustration by Tim Eldred

Flechette Launcher

Model: Golon Arms FC1 Flechette Launcher
Type: Flechette launcher
Scale: Character
Skill: Missile weapons
Ammo: 6 shots per canister
Cost: 800, 100 (anti-personnel canister), 200 (anti-vehicle canister)
Availability: 2, F, R or X
Fire Rate: 1
Range: 5–25/100/250
Blast Radius: 01/3/5
Damage: 6D/5D/3D (anti-personnel), 5D/4D/3D (speeder scale, anti-vehicle)

Jorsk/37:5:5:37/Csc• When I was smuggling to the Rebels, I had the occasion to see a flechette launcher in action. Sure, I've heard of them and know how they work, but I never had the opportunity to actually shoot one. Well, there I was, caught behind the Rebel line when the Imperials staged an ambush. They didn't have any walkers anywhere, but their armored ground vehicles were causing plenty of damage. A bunch of young Rebs pulled out some FC1s and—after blowing off the door to a Chariot—just tore up the vehicle's cabin with flechette rounds. Not a lot of armor-piercing power, but as an anti-personnel weapon, the flechette launcher is *fearsome*.

Wrist-Caster

The wrist-caster was designed many years ago as an extra assurance in self-defense. The wrist-caster is an arm band that fits over the forearm of the user. On this band is a miniature crossbow which aims over the back of the hand. The crossbow mechanism is designed for specially made quarrels which fit on at a time into the prepared crossbow. An extra quarrel is stored along one side of the crossbow for easy access. The bow is reset after firing by a lever mechanism in the band.

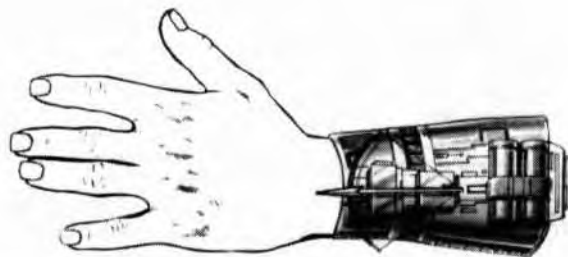


Illustration by Christina Wald

Wrist-Caster

Model: Drolan Plasteel QuickShot
Type: Wrist projectile launcher
Scale: Character
Skill: Missile weapons: wrist projectile launcher
Ammo: 2 quarrels
Cost: 500
Availability: 3
Fire Rate: 1
Range: 1–4/10/20
Damage: 2D+2

Jorsk/39:4:9:28/Taa• What wrist-casters you can find today are usually in unusable condition. The crossbow mechanism is warped or the band has torn; it is obvious that these little weapons saw a lot of use in years gone by. They are quite collectable, however; I've only seen one or two that actually fire correctly (although the aim was horribly off). I have a friend who has just recently started a side-business of repairing wrist-casters by fixing the mechanism and making new quarrels. He doesn't get many calls for repair work, but

what little he gets pays well and gives him feed money when the trade gets dry.

Firearms and Slugthrowers

Neural Inhibitor

Originally popularized by hunter Merrk Nall (father of Gadress Nall), more and more professionals are coming to appreciate the advantages of this device. At first glance, many people mistake this weapon for an ordinary blaster. In actuality, it is an electromagnetic projectile launcher: it shoots small (6 cm long, 2 mm in diameter) hollow darts. Inside the dart is a small dose of a neurotoxin, which is injected into the target upon impact. The result is a quick but temporary paralysis. Depending on the mass of the creature, each disruptor round can produce paralysis effects lasting upwards of 10 minutes. Special toxins must be custom tailored for the physiology of most alien species, but the weapon is quite effective overall.

Neural Inhibitor

Model: Mennotor DAS-430 Neural Inhibitor
Type: Portable rail gun
Scale: Character
Skill: Firearms: rail gun
Ammo: 240
Cost: 5,000 (rifle), 4,000 (pistol); 750 (ammo)
Availability: 4, R or X
Fire Rate: 4
Range: 3-20/50/150 (rifle), 3-10/25/50 (pistol)
Damage: 3D+1 (from impact), 6D (stun damage from neurotoxins)

Game Notes: If the neurotoxin achieves an *unconscious* result, the victim must make a Difficult *stamina* roll after five minutes to revive. After another five minutes, the difficulty is reduced to Moderate. After another two minutes, the difficulty to revive is Easy. Targets weighing over 150 kilograms reduce the difficulty to revive by one level (Difficult becomes Moderate) and make *stamina* rolls at four minutes, three minutes and one minute; targets over 300 kilograms reduce difficulty to revive by two levels (Difficult becomes Easy) and make *stamina* rolls at two minutes, one minute and one minute.

Capt. Rislar/42:2:4:50/Cor• The neural inhibitor isn't just for bounty hunters; it is also a recommended piece of equipment for pirates looking to subdue a prize with minimal casualties.

Sevari Flash-Pistol

On the planet of Sevarcos, the local people have designed an archaic weapon called the Sevari flash-pistol. This is due to the flying sand particles that become highly charged during Sevarcos' wild windstorms. Energy weapons, such as blasters, can suffer from reduced effectiveness, dangerous backlashes and even power pack detonations.

Sevari Flash-Pistol

Model: Custom-made Sevari Flash-pistol
Type: Archaic projectile weapon
Scale: Character
Skill: Archaic guns: flash-pistol
Ammo: 1
Cost: 50 to 500, depending on model, number of barrels, ornate design work, etc.
Availability: 3
Fire Rate: 1/2
Range: 3-10/30/60
Damage: 4D+2

Game notes: If a 1 is rolled on the Wild Die, a premature detonation has occurred. Roll 1D. On a 1 or 2, the gun misfires and must be reloaded. On a 3 or 4 the weapon's barrel is damaged and must be repaired. On a 5 or 6, the weapon explodes, causing 4D+2 damage to the user. Flash-pistols with blade extensions can be used in melee combat with an Easy difficulty to hit. The blade does STR+1D damage.

"Credman"/43:7:3:96/Ral• The only reason someone can have to buy one of these obsolete flash-pistols is if he is planning to spend a lengthy amount of time on Sevarcos. On any other world, the weapon is simply dangerous. Of course, skilled craftsmen can make some very intricate designs on the handle and barrel, so it may be worth something to a collector.

Slugthrower Pistol

The Morellian Weapons Conglomerate (MWC) produced this .48-caliber pistol in limited quantities solely for the use of the Morellian Enforcers (hence its model designation). The weapon, though archaic by modern galactic standards, does an incredible amount of damage. Only a trained handler can properly use the weapon, as the recoil is enough to launch the weapon clear out of the shooter's hands if not properly used.

Slugthrower Pistol

Model: Morellian Weapons Conglomerate .48-caliber Enforcer Pistol
Type: Heavy-caliber slugthrower pistol
Skill: Firearms: Enforcer
Ammo: 4
Cost: Not available for sale; 6,000+ on black market
Availability: 4, R
Range: 1-25/75/150
Damage: 6D+1
Game Notes: Second shots in a round increase the diffi-



Illustration by LFL

culty by one level; third shots increase the difficulty by two levels, etc.

Fal'Orssk/41:1:4:58/Myr• Some people scoff at slugthrowers, claiming the weapons are archaic, primitive and unable to penetrate modern armor. While those statements are arguably true, the slugthrower has one major advantage over a blaster: you can't silence a blaster shot.

Bantha/41:7:3:25/Crl• Slugthrower ammo can be modified with detonite, too; I recommend detonate tape to give a slugthrower round a little extra "kick" when it impacts a target. Just make sure your gun's barrel is clean and straight or else the round will probably explode in the chamber and blow your hand off.

Yctor Arms Black Powder Pistol

Despite being a very old, out-of-date pistol, many collectors still search for this weapon simply to have it in their possession. Elegantly made and usually with an ornate handle, it is rather obsolete as a usable firearm.

Yctor Arms Black Powder Pistol

Model: Yctor Arms Black Powder Pistol
Type: Black powder pistol
Skill: Archaic guns: black powder pistol
Ammo: 1
Cost: 200
Availability: 4
Range: 3/10/25
Damage: 3D

Holden/41:9:3:21/Bit• The great thing about an old gun like this is that it typically doesn't register on modern weapon sensors. Still, a good sniffer or a sharp scan tech will pick it off, but a black powder weapon will blow through an energy scanner with ease.

Red/45:8:7:09/Atz• Every collector I know has at least one of these gathering dust in his collection. There is one contact out in the Corporate Sector who practically has a monopoly on these things; he lives near an old battle site and just picked up every one he could find. It doesn't matter if they work or not, so he fitted the pieces together and began advertising.



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Energy Weapons

Archaic Energy Weapons

Core World Arms Blast Rifle

This rifle is one of the original blast rifles, shooting short beams of concentrated light (lasers) that cause severe heat damage to their victims. Shaped similar to today's blaster rifles, it is a little longer in the barrel and tends to become very difficult to aim the further away the target is. Its power packs are no longer made, so what it has with it is all that is left. It should be noted, however, that it is possible to jury rig modern-day power packs so they are usable.

Core World Arms Blast Rifle

Model: Core World Arms BR1-Z

Type: Blast-rifle

Scale: Character

Skill: Blast-rifle

Ammo: 50

Cost: 1,500 (power packs: 50)

Availability: 4, R or X

Fire Rate: 1

Range: 3-15/30/150

Damage: 5D

Game Notes: At long range, increase difficulty by +5.

Dr. Itlar/39:3:2:77/Cha• If there's one thing collectors want, it's a blast rifle—the forefather of blaster weapons. Blast rifles are *very* primitive compared to today's weapons, but, *stang* would I love to get hold of a couple—one to sell off at an extravagant price and one to keep for myself.

Prishella/39:8:2:09/Csc• During a data slice into some NRI files (no applause please, just toss some credits), I ran across some records about Kathol Sector; apparently there's a fairly low-tech culture out there that still manufactures these babies. Might be worth a look....

Pulse-wave Blaster

Pulse-wave blasters were the precursors to modern energy weapons; they fired a packet of coherent energy that inflicted considerable damage to a target. Pulse-wave weapons operated much like disruptor weapons, causing the target's molecules to separate. Although those pulse-wave blasters found today are ancient, many still work well enough and have been banned by most worlds.



Illustration by Christina Wald

Pulse-wave Blaster

Model: Greff-Timms Industrial ATA Pulse-wave Blaster

Type: Blaster: Pulse-wave blaster

Scale: Character

Skill: Pulse-wave weapons: blaster

Ammo: 50

Cost: 600 (power packs: 35)

Availability: 4, X

Fire Rate: 1

Range: 3-8/20/100

Damage: 4D

Meydhu/40:3:4:54/Klu• The pulse-wave blaster—the forerunner to the modern blaster—is virtually extinct. I've run into some worlds in the Outer Rim Territories where the natives are happy to get any kind of high-tech, no matter how primitive. There's good money to be made selling these archaic weapons to a bunch of nuclear-level warmongers.

Pulse-wave Rifle

The pulse wave rifle was created soon after the pulse-wave blaster. It was designed to give range and more strength to the firepower.

Pulse-wave Rifle

Model: Greff-Timms Industrial Type A pulse-wave rifle

Type: Blaster rifle

Scale: Character

Skill: Pulse-wave weapons: rifle

Ammo: 50

Cost: 2,000 (power packs: 50)

Availability: 4, X

Fire Rate: 1

Range: 3-20/75/150

Damage: 5D

Triundel/40:4:9:23/Atz• The old pulse-wave blasters make for an interesting hunting weapon. They are cranky, temperamental, hard to aim and blasted heavy, but they make a very satisfying "thud" when discharged.

Gintwin/41:1:7:51/Azo• I don't recommend firing vintage pulse-wave rifles. I ran across a crate of them a while back and discovered that the metal they were constructed from had fatigued...badly. Check around the power cell housings for microfractures and *triple-check* the barrel for warps and micro-corrosion if you try and fire an older weapon. Otherwise, don't be surprised when it up and explodes in your hand.

Quick-draw Pulse-wave Blaster

The SnapShoot DT3 was favored by officers in the Old Republic military. Small, sleek and deadly enough for its day, the DT3 was designed to be drawn and fired quickly, though its low ammo capacity made it an impractical close-support or infantry weapon.

Quick-draw Pulse-wave Blaster

Model: Greff-Timms SnapShoot DT3

Type: Quick-draw pulse-wave blaster

Scale: Character

Skill: Pulse-wave weapons: quick-draw blaster

Ammo: 3

Cost: 300 (power packs: 20)

Availability: 4, X

Fire Rate: 1

Range: 2-3/6/10

Damage: 3D

Game Notes: The quick-draw feature of this weapon allows a character to draw and fire in one round without a multi-action penalty.

Giamel/42:3:8:39/Csc• Back over on Nar Shaddaa, there was a gang of punks who were challenging everyone they could find to quick-draw duels. What they didn't mention was that while thieving in the city, they came across a small batch of SnapShoot DT3's, ancient blasters that give an edge to the duel. Needless to say, someone finally got suspicious of their winnings and figured out the cause. The group of boys disappeared soon after, as well as the SnapShoot blasters.

Flame Projection and Sonic Weapons

Flame Carbine

Solid, rugged and reliable, the flame carbine rarely malfunctions. Due to its large barrel design, it's really hard not to miss a target, although its short range neutralizes that advantage.

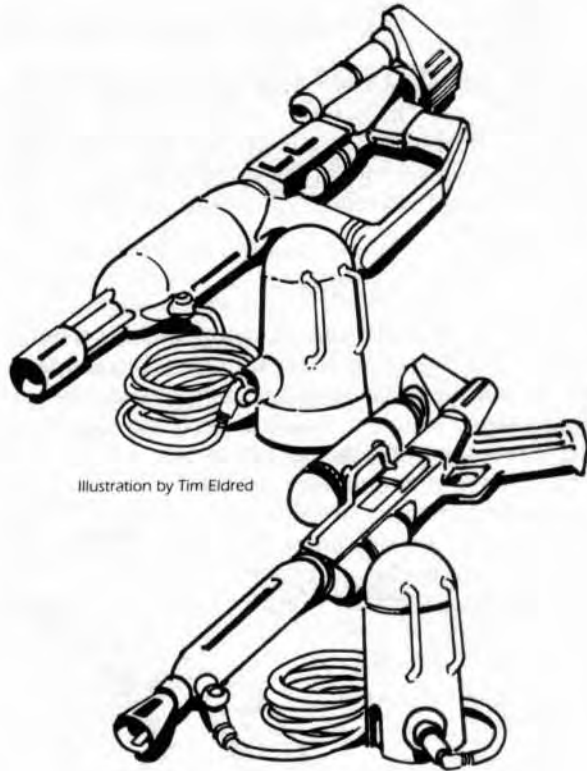


Illustration by Tim Eldred

Flame Carbine

Model: Authority Flame Carbine

Type: Flame projector

Scale: Character

Skill: Flame-thrower

Ammo: 10

Cost: 500

Availability: 4, X

Fire Rate: 1/2

Range: 3-4/5/7

Damage: 5D (first round, 3D for next five rounds unless extinguished)

Trenton/40:3:5:84/Kua• This is not a bad weapon, nor is it a great weapon; I think it makes a decent secondary that you keep on your back until necessary. Because of the carbine design, it's reliable and can definitely hold off an attack long enough to come up with a better plan. Still, you better think of something quick; it spends ammo quickly.

Flame Rifle

The flame rifle differs from the flame carbine in that it has a narrower nozzle, which gives the flame a longer range and more force. On the flip side, it has to be reloaded more often.

Flame Rifle

Model: Authority Flame Rifle

Type: Flame projector

Scale: Character

Skill: Flame-thrower

Ammo: 25

Cost: 700

Availability: 4, X

Fire Rate: 1/2

Range: 3-5/7/10

Damage: 5D+1 (first round, 4D for next 10 rounds unless extinguished).

Giame/39:2:9:74/Csc• The flame rifle is a fearsome weapon. Oh, blaster bolts and energy weapons are nothing to scoff at, but the idea that someone can set me on fire scares the *flarg* out of me far worse than someone pointing a blaster my way.

Sound Pistol

The sound pistol can be calibrated for a number of effects: a sonic blast which causes damage in a manner similar to other energy weapons, or sonic stun, which releases a piercing wail that debilitates targets (this attack form only causes stun damage). All targets in the blast cone are affected. The second setting can be difficult to use because not all frequencies affect all beings the same way: the weapons must often be re-calibrated for different species.

Sound Pistol

Model: SonoMax

75

Type: Riot control weapon

Scale: Character

Skill: Blaster: sound pistol

Ammo: 20

Cost: Not available to the public

Fire Rate: 2

Range: 0-3 (cone is 0.5 meters wide)/10 (cone is 1.5 meters wide)/20 (cone is 3 meters wide)

Damage: 6D/5D/4D or 5D/4D/3D (stun)—damage corresponds to range

Trenton/37:9:3:83/Crc• This is actually an effective weapon. It's really useful when you have to clear a path through an angry mob. It's light and small so people do not see you are armed until it's too late. I've heard many people mention that this is an ineffective, silly weapon when compared with more common energy weapons, but trust me—this weapon can knock you off your feet if you're facing the blast.

Sound Rifle

The sound rifle can be calibrated for a number of effects: a sonic blast, which causes damage in a manner similar to other energy weapons, or sonic stun, which releases a piercing wail that debilitates targets (this attack form only causes stun damage). All targets in the blast cone are affected. The second setting can be difficult to use because

not all frequencies affect all beings the same way: the weapons must often be re-calibrated for different species.

Sound Rifle

Model: SonoMax 100

Type: Riot control weapon

Scale: Character

Skill: Blaster: sound rifle

Ammo: 60

Cost: Not available to the public

Fire Rate: 2

Range: 0-5 (cone is 0.5 meters wide)/15 (cone is 1.5 meters wide)/30 (cone is 3 meters wide)

Damage: 6D/5D/4D or 5D/4D/3D (stun)—damage corresponds to range

Yideg/38:2:2:47/Nar• The sound rifle has always been a superior weapon in my mind, ever since I used one to remove a few guests at a party. They were two bounty hunters disguised as alien dignitaries, waiting to get a chance to snag my employer and bring him to the Imperials. Well, I caught a flash of metal under the "costume" of one of the "dignitaries"—the imbecile still had his armor on. I didn't hesitate, I just cut loose with a shot from my sound rifle before they could even draw their weapons. Sure enough, they were armed to the teeth with all sorts of restraints and stun weapons. I got a pretty good bonus that day.

Hold-out Blasters

Merr-Sonn B22 Hold-out Blaster

This is one of the smallest hold-out blasters ever to be created. Designed to hide almost anywhere, Merr-Sonn expanded on their original hold-out blaster design and created B22 after Imperial authority "requested" it. Not only is it an easily concealable blaster, but the custom-designed power cells have a bit more energy than the previous version, providing more ammo in the same size.

Merr-Sonn B22 Hold-out Blaster

Model: Merr-Sonn B22 Hold-Out Blaster

Type: Concealable blaster

Scale: Character

Skill: Blaster: hold-out blaster

Ammo: 10

Cost: 300 (power packs: 25)

Availability: 2, R or X

Fire Rate: 1

Range: 3-4/8/12

Damage: 3D

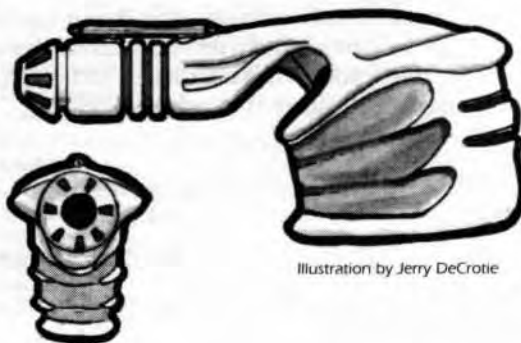


Illustration by
Tim Eldred

Illustration by Jerry DeCrotie

Dykara/41:8:3:93/Crl• The B22 is definitely a small, easy-to-conceal blaster, but don't let the weapon's "dainty" appearance fool you—it is deadly in the right hands.

Llona/42:3:1:76/Csc• I've seen these things in the hands of Black Sun remnants and others who specialize in contract murder. Personally, I pack one simply for self-defense. In all honesty, this little blaster is useless in a prolonged fight, but it *can* give you the element of surprise and give you an opportunity to escape.

Merr-Sonn Quickfire-4 Hold-out Blaster

One of the most powerful hold-out blasters ever made, the Quickfire is used mostly by criminals of all kinds. Easily concealed on one's person, the blaster is capable of doing as much damage as an average blaster pistol. Not surprisingly, the Quickfire is illegal in most areas of the galaxy.

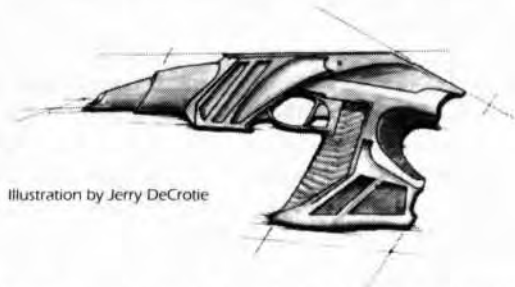


Illustration by Jerry DeCrotie

Merr-Sonn Quickfire-4 Hold-Out Blaster

Model: Merr-Sonn Quickfire-4 Hold-Out Blaster
Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 10
Cost: 300 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-4/8/12
Damage: 4D

Jorsk/37:7:4:94/Ada• Merr-Sonn wasn't fooling around when it developed the Quickfire-4. It is just as dangerous as any blaster pistol and is far better than most hold-outs. The people who use these blasters are usually owners of disreputable establishments who know that, sooner or later, things will get rough.

Mallaggi/37:7:9:01/Hol• There's one problem with the Quickfire-4: the front sight. The sight profile on the front of the weapon is higher than is necessary for such a close-combat gun, and it can snag on clothing or concealed holsters. Shaving the sight down (or off) may reduce your ability to carefully aim the weapon, but it will also reduce your chances of fumbling in a pocket while some grubber draws a bead on you.

Micro Blaster

Micro blasters come in all shapes and sizes, and—despite their appearance—are far from toys. The only difference between a tiny, two-shot micro and a full-size blaster pistol is the damage it causes. Micros have but one purpose—to give the user one slim chance of escape in a desperate situation.

Useless in a prolonged firefight or at any range longer than five meters, micros are for prudent individuals who do not wish to be completely unarmed (but don't want to bother with heavier weapons, either). Their small size makes them quite hard to find—because of their tiny power packs, weapons detectors also have an increased difficulty trying to locate them.

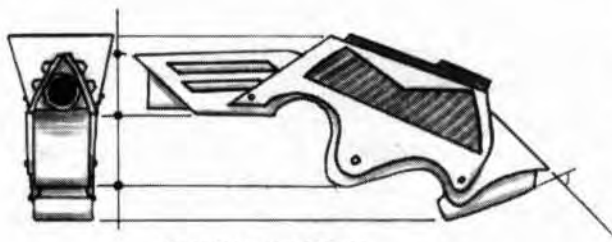


Illustration by Jerry DeCrotie

Micro Blaster

Model: Gee-Tech 12 Defender
Type: Micro blaster
Scale: Character
Ammo: 2
Cost: 200-400 (power pack: 10)
Availability: 2, R or X
Fire Rate: 1
Range: 1-5/no effect at further ranges
Damage: 2D+2
Game Notes: Very Difficult *search* skill roll required for characters and weapon detectors to find a micro blaster.

Meydhu/40:3:2:29/Crl• More than once, I ran into some rich, arrogant grubber who had one of these micro blasters stuck somewhere in their fancy clothes. Once, a wealthy passenger—some grekkin' noble from Tapani, no less—grabbed me and placed his micro to my head. My crew promptly stunned him. He spent the next week in our brig—being laughed at, naturally—until his family paid the exorbitantly high ransom we demanded.

Nadri/40:7:7:34/Gel• Don't underestimate a good micro blaster. I saw a gunman in the Parmic region get vaped by a rookie kid. The kid had a BlasTech DL-18 on his hip, so the gunman assumed the kid was going to dip for it during the fight. Instead, the kid spun and drew a micro blaster from a wrist holster and put a bolt into his opponent (who was busy shooting at where the kid *would* have been standing if he'd drawn his -18). If you are at close range and know what you're doing, a micro blaster is a pretty nasty weapon.

Blaster Pistols

BlasTech DL-22 Blaster Pistol

Like its predecessor, the DL-18, the DL-22 is a sturdy blaster pistol that can be found practically everywhere. BlasTech created the DL-22 in response to Merr-Sonn's DD6, thus beginning the infamous "blaster wars," where several different companies began to vie for the unofficial title of "blaster king." The DL-22 is essentially similar to the DL-18, with a little extra firepower.

BlasTech DL-22 Blaster Pistol

Model: BlasTech DL-22
Type: Blaster Pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500
Availability: 1, F, R, or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D+1

Giamel/39:2:6:89/Csc• For all the hype BlasTech threw out at us, the DL-22 wasn't that much different from the DL-18. Still, it had better focusing crystals in the barrel so the -22 inflicts a bit more



Illustration by Jerry DeCrotie

damage. I think BlasTech was so surprised that Merr-Sonn made a better blaster than them, they felt they had to one-up them.

Tromig/41:7:2:11/Nar• Actually, the -22 lends itself to modification better than the -18. I added a good night scope, a better power cell port and even managed to rig a diagnostic chip into the butt-plate; now my astromech droid has no problems running maintenance checks on it.

COMPNOR Stun Blaster Pistol

This non-lethal weapon was given to the elite members of the COMPNOR SAGroup Troops to allow them to feel "important" and win their loyalty for the Empire. The head of each troop could receive one after proving his loyalty. While this blaster is not much use in combat, it can be used for protection or for disciplining platoon members.

COMPNOR Stun Blaster Pistol

Model: COMPNOR stun blaster
Type: Stun blaster
Scale: Character
Skill: Blaster
Ammo: 10
Cost: 300
Availability: 2, F or R
Range: 3-10/30/60
Damage: 2D (stun)

Tretlin/35:5:7:14/Vod• The COMPNOR stun pistol is not very effective: it's really weak, even for a stun blaster. It is perfect for frightening away burglars and unwanted creatures if you're a pacifist, but can also be used to prevent a criminal from escaping or discipline an unruly character.

Disruptor Pistol

The older disruptors were designed to do a lethal amount of damage. An energy weapon, a disruptor works by breaking down objects at a molecular level. Any matter subjected to a disruptor is quickly and violently disintegrated. Disruptors are outlawed almost everywhere, and are typically of crude manufacture, often constructed by outlaw techs for various less-than-savory purposes. They have a short range and quickly drain their power cells. They are impractical for military purposes, and are instead favored by those who prefer killing; they are popular with terrorists and pirates.

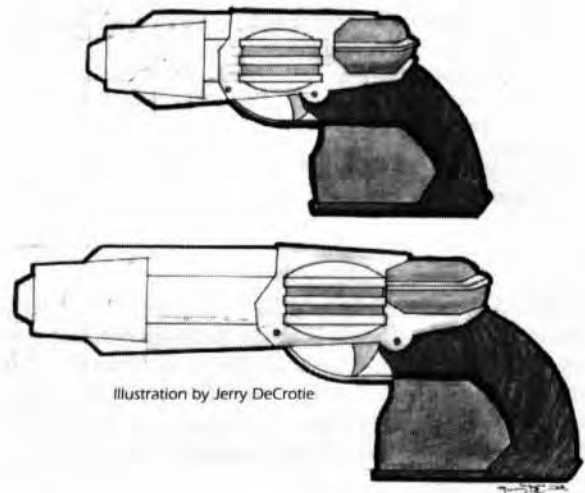


Illustration by Jerry DeCrotie

Disruptor Pistol

Model: Standard disruptor pistol
Type: Anti-personnel weapon
Scale: Character
Skill: Blaster: disruptor
Ammo: 5
Cost: 3,000 (power packs: 50)
Availability: 4, X
Fire Rate: 1
Range: 0-3/5/7
Damage: 6D+2

Meydhu/39:7:3:26/Bes• I'm not sure if there's a nastier weapon out there than a disruptor. The idea of shooting someone and causing their molecules to fall apart is just, well, *creepy*. The only people who use this type of disintegrator are sick-minded psychopaths who make a bad name for pirates everywhere.

Ulmac/39:7:3:72/Gar• I don't know, I kind of like disruptors. Shoot a nearby object with it and it tells people that you mean business; they'll throw down their weapons and do whatever you say. If someone doesn't take that warning, well, he deserves what he gets.

Imperial Munitions KK-5 Blaster Pistol

This was the most common sidearm in the Imperial Forces. All soldiers were issued these small but efficient weapons in order to better protect the Empire. Similar to the BlasTech DL-18, the Imperial Munitions insists the KK-5 is the better weapon. Today, it is rapidly becoming difficult to find any Imperial Munitions weaponry, thus the price has begun to climb.

Imperial Munitions KK-5 Blaster Pistol

Model: Imperial Munitions KK-5 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 750 (power packs: 25)
Availability: R, X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D

Ulmac/44:1:4:27/Nar• I always felt that the blaster pistol the Imperials used had the same problem the rest of their blasters had—you can't aim them worth a scrag. I even had one of my sharpshooter buddies check one out; he shot it ten times and missed the target eight of those times. He couldn't believe it, he'd re-adjust his aim just slightly and the next shot would be completely off.

Gunman/45:3:0:00/Elr• Actually, a whole run of KK-5s were released to the military with defective prismatic crystals. They were cloudy and smudged and when the blaster gasses were activated, it could throw off the accuracy by as much as 20 percent. A new high-grade prismatic crystal is cheap enough to obtain and can improve the weapon's performance considerably.

Imperial Munitions SC-4 Blaster Pistol

The SC-4 blaster pistol is a special pistol once sold by Imperial Munitions to "important" citizens of the Empire who need "extra" protection. While it is perfectly usable as a blaster pistol, inside both

its handle and its power packs are special codes easily traceable by the Empire's computers. Therefore, when the weapon is used in the process of committing any crime, Imperial officers can find the user with little difficulty.

Imperial Munitions SC-4 Blaster Pistol

Model: Imperial Munitions SC-4 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 750 (power packs: 25)
Availability: F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D

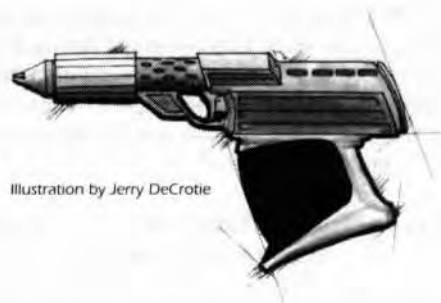


Illustration by Jerry DeCrotie

Darry/40:8:4:31/Um• I knew a bounty hunter who was given one of these pistols as a "reward" for services well-rendered. He thought it was a really great gift, until he took down the wrong mark with it. Next thing he knows, he's arrested by Imperials and forced to do the Empire's dirty work to pay them off and avoid a quick, nasty hop to Kessel. SC-4s are often modified with an explosive in the pistol-grip. A specific transmission—coded for Imperial use—sets the micro-charge off, destroying the weapon and probably shattering the shooter's hand in the process. The Imperials let a crate of these pistols fall into the hands of a Rebel cell with predictable results.

Heavy Blaster Pistols

BlasTech DL-6H Heavy Blaster Pistol

BlasTech was able to finally make a heavy blaster pistol that not only gave the user the firepower of a standard heavy blaster pistol, but also the range of a BlasTech DL-18. It is only a bit larger than the standard pistol frame, making the pistol easy to disguise. The weapon is illegal or heavily restricted in many systems.

BlasTech DL-6H Heavy Blaster Pistol

Model: BlasTech DL-6H Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 800 (power packs: 25)
Availability: 1, F, R, or X
Range: 3-10/30/120
Damage: 5D

Yideg/40:8:9:06/Lia• I was one of the first in line when BlasTech introduced its DL-6H. I was so eager to get a hold of a heavy blaster that I didn't have to jury-rig to give myself a longer range. It definitely was a lot better than I expected. Double the range, with the weight and feel of a heavy blaster pistol. I ended buying the first six pieces my weapons seller offered.

Tellar/41:6:1:99/Els• There's a custom weapons tech in the Outer Rim (last seen at Margath's on Elshandruu Pica) who is offering to modify the power cell housing on the -6H. He claims he can give the weapon the capacity for an additional 20 shots.

BlasTech T-6 "Thunderer" Heavy Blaster Pistol

After SoroSuub came up with their Renegade, advertised as the most powerful heavy blaster pistol on the market, BlasTech began a mission to beat that record. What they came up with was the Thunderer. Though extremely bulky and heavy, the Thunderer remains just under the size limit to still be considered a pistol. When BlasTech proudly demonstrated the Thunderer for the first time, both Merr-Sonn and SoroSuub ceded the victory to BlasTech, "king of the blaster wars."



Illustration by Jerry DeCrotie

BlasTech T-6 "Thunderer" Heavy Blaster Pistol

Model: BlasTech T-6 "Thunderer" Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)

Availability: 2, R or X
Fire Rate: 1
Range: 3-7/25/50
Damage: 6D+2

Capt. Rislar/39:9:3:12/Ste• The BlasTech Thunderer is my favorite weapon. Sure, it's a little bulky, but it can blow holes through things with minimal kick-back. It does more damage than any other blaster out there.

Al'dindra/39:9:9:02/Hap• The "Thunderer" is an impressive weapon, all right. Be careful, though: the barrel isn't quite up to the power levels it can dish out. I've heard about barrels warping during firefights because the shooter didn't have time to allow the weapon to cool. The prismatic crystals mis-align from the barrel and...boom.

Imperial Munitions Heavy Blaster Pistol

A standard weapon of the Imperial Forces, the heavy blaster pistol packs a large amount of fire-power in a small package. Resembling the BlasTech DL-44 design, the Imperial Munitions heavy blaster pistol is capable of more damage without losing any more range. Imperial Munitions Heavy Blaster Pistol

Model: Imperial Munitions Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 1,250 (power packs: 25)
Availability: R, X
Range: 3-7/25/50
Damage: 5D+1

Red/42:4:9:73/Reu• The Imperials created a pretty decent heavy blaster pistol. They stole the DL-44 design—for the obvious reason that the DL-44 is an excellent weapon—but they squeezed out just a bit more power from their version. Because it is the last heavy blaster pistol Imperial Munitions made before going out of business, it has become highly collectible.

MSD-36 Heavy Disrupter Pistol

Soon after Merr-Sonn developed the MSD-32, Merr-Sonn was pressured to develop a stronger energy weapon, capable of more damage. Like the MSD-32, the disruptor works by breaking down objects at a molecular level. They have a short range and quickly drain their power cells, but almost guarantee lethal results. Disruptors are outlawed almost everywhere and are typically seen only in the hands of terrorists and pirates.

Heavy Disrupter Pistol

Model: Merr-Sonn MSD-36 Heavy Disrupter Pistol
Type: Anti-personnel weapon
Scale: Character
Skill: Blaster: heavy disruptor
Ammo: 10

Cost: 6,000
Availability: 4, X
Fire Rate: 1
Range: 0-3/5/7
Damage: 6D

Yiggott/39:6:1:08/Cal • These weapons are *powerful*. At close range they can stop a charging, angry Wookiee. Just be prepared for the kick, and the flash-heat from the barrel. I burned my hands very badly when I tried to holster my MSD-36 after firing it.

SoroSuub "Renegade" Heavy Blaster Pistol

SoroSuub held top spot for quite a while in the "blaster wars" with their blaster known as the Renegade. Considered the strongest heavy blaster pistol of its time, pirates and smugglers fought over each other, everyone wanting to be the first to own one. Today, it's still considered an impressive blaster and remains one of the most popular heavy blasters available.

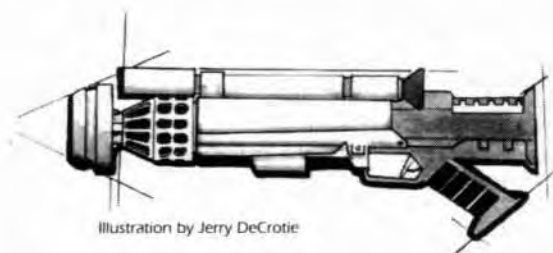


Illustration by Jerry DeCrotie

SoroSuub "Renegade" Heavy Blaster Pistol

Model: SoroSuub "Renegade" Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: Heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 2, R or X
Range: 3-7/25/50
Damage: 5D+2

Aiden/40:8:4:89/Tal • SoroSuub's Renegade is a really nice piece of weaponry—the strongest heavy blaster they ever made. I liked it a lot; it's comfortable, fairly lightweight and it has excellent factory sights. In a way, I like the power of this blaster over the power of BlasTech's Thunderer. Sure, it's not as strong, but it isn't as bulky, either. What good is massive blaster power if the gun is too big to aim properly?

Blaster Carbines

BlasTech StarSlasher Blaster Carbine

Carbines are older, shorter and less accurate than blaster rifles. Blaster carbines are notori-

ously reliable and have been known to last for years with minimal maintenance. Some carbines have a scope (reduce long-range shots to medium range), shoulder-sling, bipod (+1D to hit when aiming for more than one round), and folding bayonet (does STR+1D+2 damage).

BlasTech StarSlasher Blaster Carbine

Model: BlasTech StarSlasher Blaster Carbine
Type: Blaster Carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 900 (power packs: 25)
Availability: 2, X (in the Authority)
Range: 3-25/50/250*
 * At long range, increase difficulty by +5
Damage: 5D

Jorsk/40:6:2:20/Taa • Even though it's one of the oldest working models in the galaxy, I still love my StarSlasher. I got her as a present from my father when he retired from smuggling long before the Battle at Yavin. Just a couple weeks ago, I gave the StarSlasher to my son while we were on a hunting trip. I couldn't believe how well it still works, even though its been stuffed in a storage crate in my freighter hold for the last decade. (Even the sights were still adjusted properly.)

Blaster Rifles

"Blast and Smash" Energy Rifle

Intimidating is the best word to describe this weapon. A Prax over-under, twin-barreled weapon, it mates a Drearian rapid-fire blaster rifle (top) with a modified Locris micro-grenade launcher underneath.

The result is a direct-fire weapon with a variety of explosive ordinance in one convenient package. It is perfect for those situations where hunters will have to force their way through a variety of "minions" before reaching the acquisition. A separate bipod can be attached to increase accuracy at long distances.



Illustration by David Plunkett

"Blast and Smash" Energy Rifle

Model: Prax Arms Model AXM-50 "Blast and Smash"
Type: Blaster rifle and micro-grenade launcher
Scale: Character
Skill: Blaster: blaster rifle (for blaster rifle); missile weapons: micro-grenade launcher (for grenade launcher)
Ammo: 250 (blaster), 30 (micro-grenade magazine)
Cost: 4,500; 250 (bi-pod); 1,000 (micro-grenade magazine),

power pack (100) or power pack generator (500)
Availability: 3, F or R
Fire Rate: 7 (blaster); 1 (micro-grenade launcher)
Range: 3-25/50/75 (blaster rifle), 5-25/100/200 (micro-grenade launcher)
Blast Radius: 0-2/4/6 (micro-grenade launcher)
Damage: 5D (blaster rifle), 4D/3D/2D (micro-grenade launcher)

Game Notes: This micro-grenade launcher has a computerized fire control system. If the character can make a Moderate *Perception* roll (this is a free action and doesn't count as a skill use, so there are no penalties), the character can add +1D to hit when the weapon is fired; if the character is firing at the same target repeatedly, the character automatically gets the +1D for the second and following shots. Use of the bi-pod adds +1D to the *blaster* roll.

Darry/41:6:2:17/Umg• One of the first weapons I wanted (okay, okay, *coveted*) when I began bounty hunting was a Prax "Blast and Smash." These guns are the best weapon to be carrying when you walk into a cantina looking for your mark. Just seeing me *wearing* it made the crowd scatter. These days, it hangs over the bar at my tavern, just within arms' reach. Hopefully it'll discourage guys like me from starting any firefights in my bar.

Blaster Speargun

A blaster speargun is a long metal pipe which shoots a small spear through water or air, often as far as 50 meters. A small blaster is slung under the spear barrel, which shoots a concentrated blue beam. The speargun only carries one shot at a time, though clips are mounted along the side of the weapon to hold two more. Additional spears can be carried on the user's person in a quiver.

Blaster Speargun

Model: BlasTech Firearc 49 Speargun
Type: Blaster speargun
Skill: Blaster rifle
Ammo: Speargun: 3 spears (one loaded, two side-mounted); blaster: 50
Cost: 300
Availability: 2, R or X
Fire Rate: Speargun: 1/3; blaster: 1
Range: Speargun: 3-7/25/50; blaster 3-20/30/45
Damage: Spear damage 4D/2D/1D; blaster damage 5D/4D/3D+1 (damages by range)
Game Notes: Above stats do not reflect usual underwater damage and skill penalties.

Lloda/43:3:9:21/Kot• I was surprised at how well the speargun functions out of water. It actually has comparable range to its underwater specs, and has some serious intimidation value.

War'qi/45:3:9:13/Bot• This is one intense weapon for hunting. The blaster is perfect for bringing down your prey, but when you want to truly experience the thrill of the hunt, ignore the blaster and start hunting with the speargun. It's not as powerful, and you can't just start shooting knowing sooner or later, you'll hit. With the speargun you get one shot before you have to reload. There's nothing like facing down a ghest in the swamps of Rodia and knowing you have *one shot* to put it down. Now *that's* fun!

Tellar/45:5:2:33/Tat• This weapon has a reputation for being a great hunting weapon, but for more combat-oriented operations, it also makes an excellent explosives-delivery device. I rigged up the speartip with detonite tape and an impact fuse and blasted clean through an armored fortress gate (to an underwater garrison no less) with one shot. Noisy, but effective.

Deck-Clearing Blaster

Blasters remain in regular use among raiders: pirates often kill their way to a ship's controls, and privateers must often meet lethal resistance with stronger weapons than stunners. This blaster, however, is designed to hit as many targets as possible.

It is interesting to note that the Empire has rejected the DL-87 for Naval use; most Imperial commanders believe that the unit's range is too short for most Naval operations and that its slow rate of fire and bulky size make it impractical for use by armored marines or stormtroopers.

Deck-Clearing Blaster

Model: BlasTech Firespray DL-87
Type: Wide-field blaster
Skill: Blast: deck clearer
Ammo: 10
Cost: 100 (power packs: 25)
Availability: 2, X
Fire Rate: 1/2
Range: 1/5/10 meters
Damage: 5D
Game Notes: Everyone within a 45 degree arc of the shooter's front is hit with a successful use. Characters within five meters of the blast cannot attempt to *dodge*; characters six to ten meters away may attempt to *dodge*, though all attempts are at a -1D penalty.

Capt. Rislar/38:5:4:03/Mon• Using this blaster is like shooting quellfish in a barrel. I don't think there is another blaster out there that just takes out as many targets as this one does. Imperial command told us that the deck-clearer was not effective "due to its low rate of fire." Clearly, the upper ranks never faced down a maniacal pirate boarding crew armed with these weapons. When I commanded a small customs cutter, a pirate punched a deck-clearer shot through the airlock. Half my crew was killed when the atmosphere vented into space, and most of the rest were vaped by the raiders.

Qellrin/38:6:1:12/Cha• Actually, I've found most of the morons that run around with deck-clearers rely on the weapon's fire arc to make up for their lack of brains. When I got jumped by pirates off Q'mara, I rigged up some portable shield generators and simply let the lead pirate waste his first shot with the deck-clearer. Since they have such a slow rate of fire, it took us no time to seize him, his weapon...and the rest of the boarding party.



Deck-Sweeper

This stunner is intended for neutralizing large numbers of people at close range and is sold exclusively to legitimate police forces and militaries (particularly for use by customs boarding parties and riot police). Possession by unauthorized civilians is illegal.

Like the DL-87, the deck-sweeper was rejected by the Imperial Navy for its slow rate of fire and limited ammunition capacity.

Deck-Sweeper

Model: Merr-Sonn Deck Sweeper Stunning Blaster

Type: Stunner

Scale: Character

Skill: Blaster: deck-sweeper

Ammo: 5

Cost: 500 (power packs: 10)

Availability: 2, X

Fire Rate: 1/2

Range: 3/5/10

Damage: 6D

Game Notes: Everyone within a 45-degree arc of the shooter's front is hit with a successful use. Characters within five meters of the blast cannot attempt to *dodge*; characters six to ten meters away may attempt to *dodge*, though all attempts are at a -1D penalty.

Meydhu/39:9:3:20/Tat• Merr-Sonn was catering specifically to pirates when they came up with this baby. (Though it is also suited for law-enforcement use, as well; boarding parties beware...CorSec has started using 'em.) One deck-sweeper in the hands of a good crew can make taking prizes just so much easier. My crew got a hold of one at StarForge and were able to take out several crews without a fight. We only lost it when

our lead boarder was caught in an explosion while using it. I was willing to go back and retrieve the weapon, but the captain pulled me out. I miss that stunner.

E-11 Blaster Rifle

Similar to the standard issue stormtrooper weapon, the E-11 is also popular with Espo assault squads. The Espos use the E-11 for a particularly brutal form of torture called "The Burning," which involves setting the weapon on a very low power level and searing the flesh on the torture subject.

E-11 Blaster Rifle

Model: BlasTech E-11 Military Issue Blaster Rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,000 (power packs: 25)

Range: 3-30/100/300

Damage: 5D

Fotakex/44:8:5:27/Ett• The BlasTech E-11—the design which was stolen to make the Stormtrooper One blaster rifle—was a favorite of smugglers in my day; seems like everyone and their mother had at least one hidden away. BlasTech stopped making 'em, supposedly after they found out some secondary companies were modifying them and adding a slug-thrower to the barrel. (Oddly enough, this "discovery" took place shortly after the Battle of Endor. Looks to me like they didn't want to keep making an Imperial-designed weapon and risk angering the New Republic.) These days, the only place you'll see a decent E-11 is in someone's private collection.

Tillin'natiri/45:4:8:91/Ord• Actually, a number of associates of mine used to have a sweet scam where they'd pose as stormtroopers and "confiscate contraband" from other smugglers. Worked really well until one of our targets twigged to the fact that we were using E-11s instead of Stormtrooper-Ones.

Garnet/45:4:9:09/Els• That was *you*? I remember you punks very well. If I were you, I'd get off Ord Mantell; I'll be looking for you, grubber. (Got to hand it to you, though...it was a good con.)

E-11 Blaster Rifle (Modified)

The BlasTech E-11/S blaster rifle and slug-thrower combination is a custom-designed weapon with a very limited audience. Secondary aftermarket manufacturers have equipped a standard E-11 blaster rifle with a slug-throwing rifle. The weapon has limited utility—after all, the projectile rifle is not as effective as a standard blaster and due to the rarity of projectile weapons, ammunition tends to be expensive. In fact, the weapon is a prime choice of those who need the unique flexibility that an energy and projectile combina-



Illustration by Tim Eldred

tion offers—a combination perfectly suited to defeating reinforced building or repulsorcraft structures. As such, the weapon is a prime choice for assassins and others who rely on quick terrorist attacks to accomplish their ends.

The weapon is largely outlawed throughout most of the "civilized" galaxy, requiring potential buyers to deal with the black market. Since the weapon has only one trigger, most E-11/Ss have a selection lever, allowing the shooter to fire from the blaster, the slug-thrower or simultaneously from both. There is also a timing adjustment switch so that when both barrels are fired, the shot from one barrel can be delayed anywhere from one-tenth of a second up to several seconds.

E-11 Blaster Rifle (Modified)

Model: BlasTech E-11/S Blaster Rifle
Type: Modified blaster/slug-thrower
Scale: Character
Skill: Blaster (for blaster), firearms (for slug-thrower)
Ammo: 25 (blaster), 6 (slug-thrower)
Cost: 7,000
Availability: X, 4
Range: 3–30/100/300 (blaster), 3–30/150/400 (slug-thrower)
Damage: 5D (blaster), 4D (slug-thrower)

Dykara/41:7:5:25/Tey• I like the modified version of the E-11/S. The combination of slugthrower and blaster is pretty handy, especially if you are firing from cover. I managed to convince a squad of stormtroopers that they were being fired at by two people instead of one.

Espo Riot Gun

Riot guns are two-handed, short-barreled compact blaster rifles. They have a large ammo capacity, but aren't particularly accurate. Espos often use them on constant-fire mode.

Espo Riot Gun

Model: BlasTech 500 Riot Gun
Type: Riot Gun
Scale: Character
Skill: Blaster: riot gun
Ammo: 300
Cost: 1,500
Availability: 2, R
Range: 3–30/100/300
Damage: 5D+1



Illustration by Jerry DeCrotie

Game Notes: On constant-fire mode, each "shot" fires five blasts; holding the trigger down will fire six "shots" per round. In game terms, once a shot hits in a round, all following shots at the same or immediately adjacent targets (within one meter) are one difficulty level lower. With this type of firing mode, it is much easier to shoot down a row of stormtroopers or other targets.

Bantha/43:4:2:16/Crl• Sometimes you have to stand up and get noticed. The best way to do it is carry a riot gun. When you've finished firing it in "constant-fire" mode, you not only have everyone's

attention, but you are probably the only person standing. They're really only good if you're in a crowd of people—the range is fairly bad. But who cares? You're firing so many shots, you have to hit something.

Slalliin/43:6:9:24/Del• Spoken like an amateur. The problem with hosing around so much fire is that it makes you easy to spot, particularly in low-visibility situa-



Illustration by Mike Vilardi

tions. You can just aim for where the spray of gunfire is coming from and take it out...usually with one shot. Corporate Sector Espos love to just blaze away with riot guns; I prefer finesse.

Exotac Arms Predator Blaster Rifle

The Predator is an experimental weapon, with only three prototypes in existence. Two are undergoing testing at Exotac Labs, while a galactic big game hunter called Kaori Batta got the call to handle the field evaluation. It is a large, cumbersome weapon that must be strapped across one's back when not in use. However, its devastating damage and precision targeting system more than makes up for the added weight, especially when a huge beast is bearing down on you at full speed.

Exotac Arms Predator Blaster Rifle

Model: Exotac Arms EXP-7(a) Predator
Type: Precision hunting blaster rifle
Scale: Character
Skill: Blaster
Ammo: 8
Cost: 7,000
Availability: 4, X
Fire Rate: 1
Fire Control: 2D (dual-laser targeting beams)
Range: 3-30/80/350
Damage: 7D

Game Notes: Each time this blaster is fired, the user must make a Moderate *Strength* roll to contain the recoil and be able to fire it next round.

Dykara/42:4:6:65/Cri• I actually saw a Predator once. It was in the hands of the great hunter, Kaori Batta. I landed on Neftali once to deliver a shipment of some "under-the-table" consumables and was able to watch a demonstration of the Predator. Batta was showing off for some gun-crazy tourists. It blew a hole through the target, through the tree bind it and took off a large chunk of the rock behind *that*. I asked where I could get one, but it's apparently an experimental weapon, so I probably won't see it again. That was the most powerful blaster rifle I have ever seen.

Sniper Blaster Rifle

A sniper blaster is more than just a standard blaster rifle fitted with a macroscopic sight, although many a mercenary unit has simply made do by taping a pair of macrobinoculars to the top of a standard trooper rifle. Many sniper blasters can also serve as anti-vehicle weapons, enabling precision shots against control components, engine outlets and windscreens. Certain companies now build dedicated sniper blaster weapons as offshoots to their regular models. A few models offer componentability, allowing the weapon to be broken down into the most uninteresting-looking parts which can be carried around in a case or sack until needed for a quick assembly.

Sniper Blaster Rifle

Model: SoroSuub X-45 Sniper Rifle
Type: Sniper blaster rifle
Scale: Character
Skill: Blasters: sniper blasters
Ammo: 25
Cost: 750
Availability: 2, R or X
Fire Rate: 1
Range: 1-25/100/250
Damage: 5D

Game Notes: When using the rifle's targeting scope, reduce all Long Range or precision shot difficulty levels to Moderate.

Aiden/45:8:5:95/Sac• Back when I was for hire as "freelance troubleshooter" I used this sniper rifle a great deal. I discovered that if you take the targeting package from a security droid—or other fourth degree unit—and patch it into the computerized scope, it improves accuracy (which is already considerable) by as much as 30 percent.

SoroSuub "Firelance" Blaster Rifle

Just because SoroSuub joined up with the Empire didn't mean that they stopped making weapons for other customers. The Firelance was designed specifically as a bounty hunter gun, with an easy grip and lightweight body that could be carried anywhere. It was also unmarked by either Imperial or SoroSuub codes, so it was untraceable in case the weapon had to be ditched quickly.

SoroSuub "Firelance" Blaster Rifle



Illustration by Jerry DeCrotie

Model: SoroSuub "Firelance" Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,200 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-30/100/300
Damage: 5D

Fal'Orssk/40:9:6:98/Myr• The Firelance has a long history of being—to quote the ad copy—"the most effective weapon for freelance law-enforcement officials" (otherwise known as bounty hunters). I personally don't subscribe to the hype; I can name a dozen other blaster rifles that are also lightweight with an easy action. The only thing

that makes the Firelance stand out is its lack of security codes and serial numbers. Don't let the marketing fool you—the Firelance was built for killers, not bounty hunters.

Imperial Munitions Heavy Blaster Rifle

As if having a blaster rifle for stormtroopers to use wasn't enough, Imperial Munitions decided to create a heavy blaster rifle for more damage. Draining the energy from the power gains the rifle more firepower, but it loses its amount of ammo and its range. Used by stormtroopers, it is mainly a gun used to inspire fear.

Imperial Munitions Heavy Blaster Rifle

Model: Imperial Munitions' StarAnvil Heavy Blaster Rifle

Type: Heavy blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 50

Cost: 1,250 (power packs: 25)

Availability: 4, X

Fire Rate: 1

Range: 3–25/50/250

Damage: 5D+2

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

“Credman”/42:5:3:19/Tsh• The StarAnvil is one of the deadliest weapons that Imperial Munitions ever invented. They wanted to put a weapon in stormtroopers' hands that would make the rest of the galaxy quake with fear. They certainly weren't kidding; not only does the StarAnvil cause a great deal of damage, but the stormtroopers could improve their aim as they fired it, making them really dangerous. Because it was strictly a stormtrooper weapon, demand is high among collectors and shooters who value an accurate weapon.

Pulse Rifle

This specialty weapon is a favorite of hunters who work in urban areas. This energy weapon's rapid pulse discharge is actually a series of microbursts of ion energy, which can be focused with equal effect on multiple targets within a frontal 60-degree arc of fire (effectively, the gun shoots out a “cone” of energy). In a closed environment, or in circumstances where one shot is all you get, a hunter's pulse rifle can quickly equalize a situa-

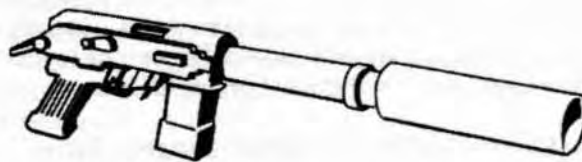


Illustration by David Plunkett

tion in which the hunter would otherwise be outnumbered and outgunned. Though portable and capable of taking considerable wear and tear, the super-conducting filaments, which regulate the beam's hundreds of individual discharges in a single burst have a limited life-span and must be frequently replaced.

Pulse Rifle

Model: Corondexx VES-700 Pulse Rifle

Type: Pulse rifle

Scale: Character

Skill: Blaster: pulse rifle

Ammo: 15 (power pack), unlimited (power generator), super-conducting filaments must be replaced every 20 shots.

Cost: 5,000; 200 (power pack), 300 (super-conducting filaments)

Availability: 4, X

Range: 1–10/20/30

Damage: 6D/5D/3D

Game Notes: Character selects a target: the target and all beings in the cone of fire and within one-meter radius of the target take full damage. All targets within 15° either way of the target take 5D damage; all targets within 30° either way of the target take 3D damage. If the filaments aren't changed when scheduled, roll 2D for the first shot after the change time; add +1 for each additional shot. On a total of 7 or higher, the pulse rifle's overload circuits cut in and shut the weapon down, but the overload has caused 250 credits worth of damage (Moderate blaster repair total to fix). If the total is 11 or higher, the overload circuits have failed and the weapon explodes in the user's hands, causing 9D damage in a two-meter blast radius.

Fal'Orssk/39:3:5:83/Tat• This is a pretty good gun to have on you if you have a back-up. A friend of mine was once in a bad situation, trapped in an alleyway with a pulse rifle, blocked in by a gang of Barabel. He didn't have much of a choice, when it came time to change the filament, he just kept firing. When the filaments blew, it took out the last two remaining scum, and left him alive...barely. Yeah, he survived, but a good portion of his upper body has been replaced by cybernetic parts.

ANTI-AIR

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Missile and Grenade Launchers

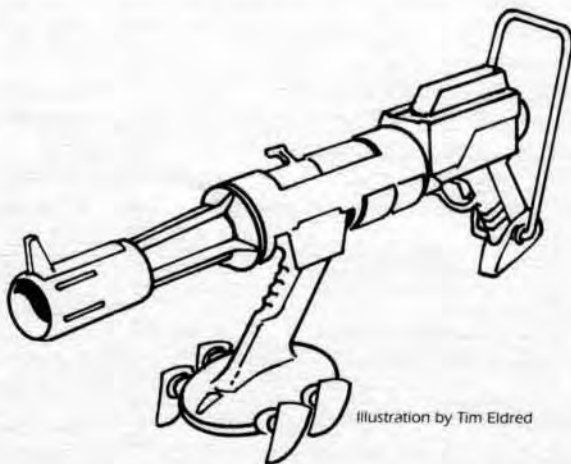
Espo Grenade Mortar

The Espo mortar is a highly mobile artillery piece with a very small repulsorlift unit at its base. The repulsorlift unit provides no movement, but it makes it much easier to push or drag the mortar. The mortar fires any type of grenade (aside from range of the mortar, the grenade has all its standard characteristics).

Espo Grenade Mortar

Model: Espo Grenade Mortar
Skill: Blaster artillery
Crew: 1
Ammo: 100
Cost: 3,500
Availability: 2, F, R, or X
Body: 4D
Fire Rate: 5
Fire Control: 1D
Range: 25-100/500/1KM
Damage: Varies by grenade type

Fotakex/44:8:2:75/Ett• Grenade mortars are excellent weapons, but for personal use they can be a little *over-powered*. I heard a story about a guy who fired off a mortar *inside* a spaceport. The mortar round bounced off the plasteel walls and ended up landing about five meters from his position. A warning to all you trigger-happy types: a mortar is designed for use *in the field*.



Durund/44:8:8:09/Bon• Don't remind me. I saw a squad of Espos cut loose on a bunch of laborers during a "contract dispute." When used properly, these things are flargin' deadly.

Micro-Grenade Launcher

This half-meter long, tubular grenade delivery system is a welcome addition to any hunter's private arsenal. Lightweight and portable, the launcher can deliver a micro-grenade cartridge with pinpoint accuracy up to 200 meters away. When activated, magnetic rings embedded inside the weapon's cylindrical housing propel the grenade at high velocity and in direct line of sight with virtually no scattering. The weapon's almost soundless operation and lack of recoil make it highly suitable in situations demanding stealth.

The Locris MGL-1 is a favored weapon of bounty hunters who aren't terribly interested in bringing a target in alive. The MGL-1 has a computerized firing system that allows the delivery of incendiary devices with tremendous accuracy. The most sophisticated element of the fire-control computer is its target recognition package; the computer stores a target in memory for several seconds, allowing the shooter to fire accurately at a selected target.

Micro-Grenade Launcher

Model: Locris Syndicates Model MGL-1
Type: Micro-grenade launcher
Scale: Character
Skill: Missile weapons: micro-grenade launcher
Ammo: 30 (magazine)
Cost: 2,500; 1000 (micro-grenade magazine)
Availability: 3, F
Fire Rate: 1
Range: 5-25/100/200
Blast Radius: 0-2/4/6
Damage: 4D/3D/2D (fragmentation; other micro-grenades available)

Game Notes: This micro-grenade launcher has a computerized fire-control system. If the character can make a moderate *Perception* roll (this is a free action and doesn't count as a skill use, so there are no penalties), the character can add +1D to hit when the weapon is fired; if the character is firing at the same target repeatedly, the character automatically gets the +1D for the second and following shots.

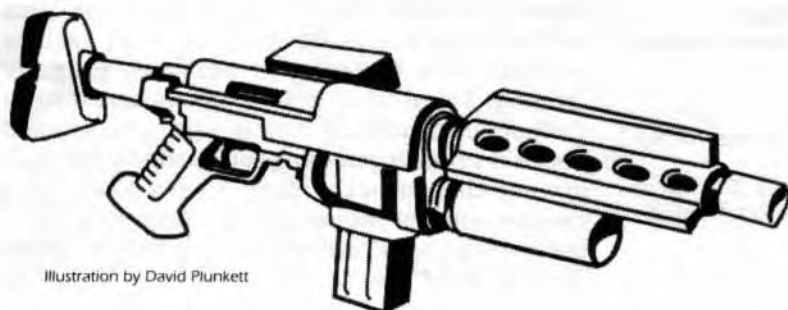


Illustration by David Plunkett

Hyannis/38:4:1:02/Lli• The micro-grenade launcher is a devastating weapon, but make sure that you replace the magnetic rings that propel the explosive. During a firefight on Maro Della, the rings—which had degraded after repeated use—failed and jammed a grenade in the barrel. I only had a couple of seconds to toss the gun before the grenade detonated.

Portable Missile Launcher

The PLX-4, the latest model of Merr-Sonn's famous "Plex" series of missile launchers, serves as a very effective close-support weapon for infantry troops. The PLX-4 fires both missiles and standard rockets and is designed for use on repulsorlift vehicles. The launcher is the standard "over-the-shoulder" design, though new tripod mounts are available from third-party manufacturers. The PLX-4 can fire "dumb" rockets in a line-of-sight attack, "smart" rockets (the Gravity-Activated Mode, or GAM, guided missile designed for the Plex series) and the latest entry into anti-aircraft weaponry: "savant" missiles.

Savant missiles are "surprise attack" weapons that have proven extremely effective against careless pilots. When launched, the savant's computer system does a sensor scan to "tag" the intended target. Then, the computer system goes into "savant" mode.

To enemy pilots, incoming savants appear to be line-of-sight "dumb" rockets. With a couple of simple maneuvers, the pilot can easily avoid the rockets. The computer control system of the savant missile does not activate for roughly five seconds (though different intervals can be programmed into the missile)—long enough to fool a pilot into thinking he has avoided destruction by a "dumb" rocket.

When the savant delay has expired, the rocket's computer system activates and homes in on the tagged target. Most pilots are fooled by the missile's first pass and never even see the rocket swing around to hit them from behind. Savant missiles are not currently in wide use, but their remarkable success rate suggests that they will become increasingly popular with infantry or vehicle units. They are ideal for hit-and-fade attacks, and the

Empire has used them extensively at Qat Chrystac.

Portable Missile Launcher

Model: Merr-Sonn PLX-4 Missile Launcher

Type: Portable Missile Launcher

Scale: Speeder

Skill: Missile weapons: Plex

Ammo: 4 (detachable missile rack)

Cost: 6,000 (launcher), 200 ("dumb" rocket), 600 ("smart" GAM rocket), 1,000 ("savant" rocket)

Availability: R*

Range: 100-500/3/10KM

Damage: 6D

Game Notes: *Savant Rockets:* Because of the computer system necessary to fire the savant rockets, one round and a Moderate *missile weapons* roll is necessary to "tag" a target. If this roll is failed, it means that the "tag" system has not locked on the target and the weapon acts only as a "dumb" rocket, relying entirely on the *missile weapons* roll in the next round. If the roll is successful, the savant missile is considered to have a skill of 4D to hit the target (normally the rocket activates at point-blank range). The attacker must make a second *missile weapons* roll at normal difficulty for the straight-line rocket attack.

* Note: This item is not available prior to the Battle of Endor.

Fotakex/42:9:9:34/Ett• These missile launchers are decent; they're not too much trouble to load or shoot, and they have a lot of punch. It is actually the savant missiles that Merr-Sonn offers that makes them valuable. Savants can cause a lot of damage to a vehicle, at least until after the first few hits. Once a pilot knows the rocket is a savant, he has a chance of surviving by some fancy maneuvering. Usually the element of surprise is with you for the first shot only.

Gunman/43:5:1:89/Elr• The Plex is one of the best, most reliable launchers out there. The guided missiles are excellent. Once, during a campaign against an Imperial Moff, my team infiltrated his fortress and placed small transceivers near his key defenses. After we bugged out, the rest of the team launched guided missiles from under cover. The Imperials had no warning as three dozen missiles streaked in and smashed through the defenses.

RPD-12 Rocket Launcher

Another example of Locris Syndicates' sophistication, this portable, self-propelled rocket delivery system is the ideal weapon for live captures. While the standard Type-12A rocket darts with explosive contact detonators can be employed, most hunters prefer to use the Type-12B capsules, which are filled with the FGA-583 nerve agent. The gas affects a small blast area and can induce unconsciousness in a matter of seconds.

Less-scrupulous hunters have been known to "hot load" their own chemical components (such as exotic poisons), but the manufacturer accepts no responsibility for the use of such modifications.

RPD-12 Rocket Launcher

Model: Locris Syndicates Model RDP-12 Rocket Launcher

Type: Rocket launcher

Scale: Character

Skill: Missile weapons: rocket launcher

Ammo: 4 (internal magazine, individually loaded), 20 (external clip)

Cost: 1,500; 200 (clip of Type-12A capsules), 250 (clip of Type-12B capsules), 12 (single Type-A capsule), 15 (single Type-12B capsule)

Availability: 3, F or R

Range: 3-30/100/300

Blast Radius: 0-1

Damage: 4D (Type-12A); 5D (stun damage; Type-12B)

Game Notes: In addition to the stun damage taken from the Type-12B capsule due to kinetic energy on impact, character must make a Difficult *stamina* skill roll or be incapacitated by the FGA-583 nerve agent. A successful roll still results in -1D to all actions for the next six rounds (penalties are cumulative for multiple hits).

Staven/41:9:4:63/Ste • I've had very few problems with this rocket launcher, though it is a good idea to make sure the weapon has been properly cleaned. The RPD-12 is particularly sensitive to dirt and contamination. An improperly maintained Locris is prone to jamming and misfiring if there's dirt anywhere near the firing circuits. Basically, a capsule will jam shut and strike the target (causing serious injury) instead of delivering the darts or sleep agent.

ANTI-VEHICLE

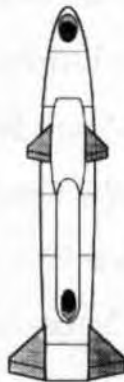
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Missiles, Grenades and Explosives

Missiles

Apex Incisor Missile

The Golog-Bertum Apex Incisor is a small one-shot, anti-vehicle weapon. To use, point the Incisor's nose at the target and depress the "record" stud mounted on the weapon's side. The weapon takes a mass spectral record of the target, from its infrared exhaust signature to its shift-shield output. After pressing the "arm" switch, the weapon's internal motor ignites and the missile hunts down the target. After this point, running away is highly recommended in order to avoid the motor's scalding exhaust.



Apex Incisor Missile

Model: Golog-Bertum Apex Incisor Missile
Type: Surface-to-air missile
Scale: Character
Skill: Missile weapons
Cost: 1,000
Availability: 2, X
Fire Control: 3D
Range: 0-50/250/1000
Damage: 7D

Game Notes: The Incisor is fired by pointing the missile at the intended target and pressing the "record" button for one round. On the next available round, the "arm" button may be pressed on the weapon. The character firing the weapon must run away from the weapon (Easy *dodge* skill roll) or suffer 3D damage from the motor's scalding exhaust.

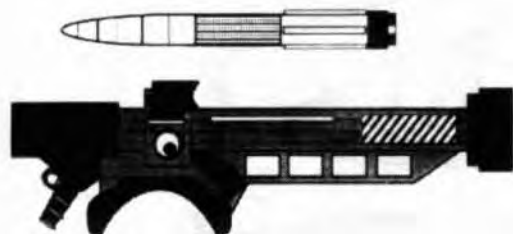
Fotakex/41:4:8:58/Ett • I never really like Incisor missiles. There's always a risk of the missile igniting before you get far enough away. I've seen too many buddies get scorched by this—makes me edgy even having one near me.

Gunman/41:8:2:89/Elr • Sounds like your missile "specialist" forgot the first rule of demolitions and explosives delivery: *clean your weapon*. If the Incisor's targeting sensors get smudged by dirt or skin oil, it'll bollix up the arming sequence handily. Always check and recheck your gear.

Finbat Anti-Walker Concussion Missile

The Kessler J8Q Finbat is a portable concussion missile designed to take out large, slow-moving armor targets like Imperial AT-ST and AT-AT walkers. The Finbat can be prepped, aimed and fired by one person. After firing, the launch tube section is discarded and exchanged for another unit.

The Finbat warhead consists of not one, but four separate segments to penetrate heavy armor. The final explosive, housed in the missile's main body, is designed to fragment and continue moving throughout the target's body, causing as much internal damage as possible.



Finbat Anti-Walker Concussion Missile

Model: Kessler J8Q-128 Finbat Missile
Type: Anti-walker missile
Scale: Character
Skill: Missile weapons
Ammo: 1 missile per launcher
Cost: 4,000
Availability: R, X
Body: 1D
Range: 0-50/250/500
Damage: 12D

Game Notes:

On Target: If the attacker's result, compared to the difficulty number, is less than or equal to 7, then the weapon was not fired accurately and the Finbat's damage result is automatically halved.

Interception: Because the Finbat is slow on takeoff, the missile takes at least two rounds to reach a Long Range target and may be fired upon before it strikes. The difficulty level of shooting down a Finbat under flight is Very Difficult. If struck, compare the attacker's damage with the Finbat's own Body attribute.

Jorsk/38:2:1:56/Taa• The Finbat is one of the best ways of taking out an AT-AT ever invented. The first time a batch of anti-walker missiles showed up on the black market, they were picked clean before the Empire even caught a whiff of 'em.

Mal'urc/38: 6:2:09/Bot• I bet the Imperials were shocked the day a lone Rebel waltzed over, set up the launcher and fired a missile into the neck of the nearest walker. The first time I used a Finbat, the AT-AT was decapitated and—after the explosions died down—the Rebels just came in and cleaned out the wreckage. One of the most amusing battles I ever saw.

Grenades

Anti-Vehicle Grenade

Anti-vehicle grenades consist of two or more explosives—the first punches a hole in the craft's outer skin or armor, the second causes internal damage. While they are highly effective against speeders and other armored vehicles, they still lack the ability to seriously damage large armored vehicles like Imperial walkers.

Anti-Vehicle Grenade

Model: Galentro Armaments Anti-Vehicle Explosive
Type: Anti-vehicle/anti-armor grenade
Scale: Character
Skill: Grenade
Cost: 750
Availability: R, X
Damage: 7D

Game Notes: When used against Speeder-scale or smaller targets, *do not* use the Scale Comparison Chart to reduce damage.

Dykara/40:5:2:95/Tey• You have to love a weapon that puts big holes through armor. I used one of these during a smuggling run in the Corporate Sector that went bad. I just tossed one of these babies off of the back of my airspeeder and took out the Espo floater behind me. Got off the planet without a scratch.

Czerka Spore/B Stun Grenade

This grenade releases Bothan stun spores. It is ineffective against targets wearing breath masks or sealed suits. The spores enter a target's respiratory system, slowing the rate of breathing until the victim falls unconscious. While—in theory—this type of grenade should reduce breathing in a non-fatal method, it is not entirely foolproof. Targets of this infamous type of grenade have known to enter respiratory failure when subjected to the stun agent. Roughly one in twelve humans and one in twenty Bothans suffer this type of reaction to the Spore/B grenade.



Illustration by Storm Cook

Czerka Spore/B Stun Grenade

Model: Czerka Spore/B Stun Grenade
Type: Stun grenade
Skill: Grenade
Cost: 300
Availability: 2, X
Range: 0–8/16/25
Blast Radius: 0–2/20/40
Damage: 4D/3D/2D (stun)

Capsule: Characters that roll a "1" on the Wild Die when resisting the spore effects go into respiratory failure and must be resuscitated (Moderate *first aid* roll) or die of suffocation within 2D rounds.

Jatras/40:9:2:47/Tal• These grenades are just too much of a hazard; I refuse to use the Bothan stun grenade. I'm sure there are some people who are willing to take back the body for a lesser price, but I deal mostly with live bounties—bringing back runaways or ransom victims; I've been known to do a "snatch-and-grab" or two for the right cause and price. There are better, safer methods than this grenade.

Czerka T-289 Gas Grenade

This grenade releases T-289 stun gas. It is non-fatal, except in very large doses, and causes intense nausea, disorientation and vomiting. It is ineffective against targets wearing a breath mask or sealed suit.

Czerka T-289 Gas Grenade

Model: Czerka T-289 Gas Grenade
Type: Stun grenade
Scale: character
Skill: Grenade
Cost: 325 credits
Availability: 2, X
Range: 0–8/16/25
Blast Radius: 0–2/20/40
Damage: 4D/2D/1D (stun)

Ellylyn/40:5:2:86/Nar• The gas grenade is sometimes a necessary weapon in your arsenal. There

are several species who are simply too strong and shake off the effects of stun blasts—and sometimes can even withstand a good blaster shot. Most of them, however, can easily be taken down with T-289 stun gas, rendered helpless against dizziness and nausea.

Dashh/40:7:1:08/Nal• Yeah, I used T-289 stun gas on a Wookiee once; it slowed him down all right. Unfortunately, that famed Wookiee temper allowed him to get in a few good hits before he passed out. I spent a month stewing in bacta, which cost me more than the bounty on the Wook. Stun gas is effective, but I still say use it on targets you *know* it will work on.

Glop Grenade

Glop grenades are effective riot control weapons. Rather than releasing metal shards or lethal gases, glop grenades spray an extremely strong adhesive chemical foam over the entire blast area. The adhesive holds those covered with it to the ground, incapacitating them. The fist-sized plastic sphere is light and can be thrown farther than most other grenades. The standard Espo glop grenade, made by Merr-Sonn, can be set to explode on impact, or timed for up to a 15 second delay.



Tim Eldred

Glop Grenade

Model: Merr-Sonn Glop Grenade
Scale: Character
Cost: 275
Availability: 2, R or X
Range: 3-7/30/60
Blast Radius: 0-1/3/5
Damage: 6D/5D/3D (*Strength of glop; character must make opposed roll to break free of glop; glop does not cause damage*)

Darry/43:8:4:28/Umg• I was trying to collect a bounty on a Rebel cell I had uncovered on Derilyn. Since the bounty was astounding for all six of them, I decided to use a glop grenade to take them all down at once. Well, I threw the grenade into the room and, sure enough, the adhesive spread like a dream. I just had to cut them all loose, lock them in binders and march off to collect my bounty.

Prinlaeco/44:2:2:98/Tat• I heard about a hunter who did just that to a group of pirates off Sullust. Apparently, one of the pirates had his face towards the grenade and was suffocated by the "glop." Lately, the New Republic has instituted research into developing a grenade that disperses semi-permeable resin, allowing respiration after capture. So far, the experiment hasn't been successful.

Greff-Timms 0033X Grenade

Like modern grenades, the 0033X is a bulky, one-shot explosive used for areas where enemy forces are concentrated in a small area. This type of grenade is about the size of a human fist, with a small arming stud and has settings for instant or a ten-second delayed explosion. The G-T 0033X was the principal infantry explosive of Old Republic jump troopers.

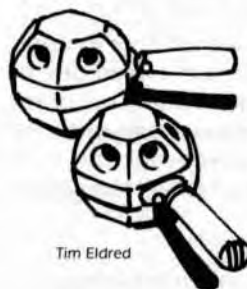
Greff-Timms 0033X Grenade

Model: Greff-Timms Industrial Nitrocellulose Incendiary Device 0033X
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 300
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 4D/3D/2D/1D

Trenton/41:5:9:48/Kua• I've got a crate of these grenades back home. There are three missing off the top, but the rest have been sitting for hundreds of years. I don't know if they even work or not; I'm too afraid to take the risk of a premature explosion. I figure sooner or later I'll sell them to a museum or something to get rid of them; I'm tired of dragging them around. Anybody looking to purchase these relics can contact me on Sacorria.

Merr-Sonn Stun Grenade

Stun grenades are effective riot control weapons, capable of taking out large numbers of targets without inflicting permanent injury. This particular stun grenade, made by Merr-Sonn, is reusable. It is a multi-faceted metallic sphere dotted with beam splitters. When thrown, the grenade discharges an energy blast stored in optic capacitors. When the blast hits the splitters, the blast area is blanketed in blinding, disorienting stun energy. The grenades are rechargeable (the grenade can only hold one blast at a time) and can be set to go off on impact or time delayed for anywhere from five to 45 seconds.



Tim Eldred

Merr-Sonn Stun Grenade

Model: Merr-Sonn Stun Grenade
Scale: Character
Skill: Grenade
Cost: 450
Availability: 2, R or X
Range: 0-8/16/25
Blast Radius: 0-2/20/40
Damage: 6D/5D/3D/2D (stun)

Capt. Rislar/40:9:7:39/Ord • You can get a lot of use out of Merr-Sonn's stun grenade. For its price, it's probably the best deal you can make. I've thrown them in nests of Stormtroopers to escape ugly situations, or in the hold of a ship to knock out the passengers. It's very easy to use and afterwards, you just pick it right back up and fit it to a recharger for the next time you need it...you have to love it.

War'qui/43:3:1:41/Atz • It is actually possible to modify this type of grenade to accept a detonite charge. Outwardly, it has all the serial numbers and identification markings of a standard stun grenade, but it packs the wallop of a good fragmentation explosive. The only trouble is measuring out the proper amount of detonite or other high-explosive. Too much and you can get tagged by your own blast. Too little may leave more opponents standing than you can handle.

RGL-80 Electronet Grenade

An electronet is a webbing of sticky, current-conducting fibers encased in the small warhead of a grenade-style canister round. When fired through a standard grenade launcher, a thin control wire trails the projectile downrange. At the appropriate range, a signal from the operator's control panel (located underneath the launch tube) causes the warhead's outer casing to discharge, forcing the interior webbing to unravel and expand to a two-meter diameter. Once in contact with the target, a variable electrical charge can be applied through the trailing guide wire. The current, and thus damage level, is variable, so this weapon can be used as both a stun weapon or a lethal assault weapon.

RGL-80 Electronet Grenade

Model: Golon Arms RGL-80 Electronet Grenade
Type: Anti-personnel wire-guided grenade
Scale: Character
Skill: Missile weapons: grenade launcher
Ammo: 5 (force-fed magazine with power generator; attaches to grenade magazine holder)
Cost: 2,000 (magazine)
Availability: 2, F
Fire Rate: 1/2 (power generator can only control one activated net at a time)
Range: 10-250/350/500
Damage: 1-10D (variable stun or normal damage)

Jatras/37:4:9:57/Bar • This electronet has a few bugs. For one thing, you actually have to aim the grenade launcher. In this case, a stun grenade works just as well. Also, while they say you can deliver an electric charge through the guide wire, if the target moves out of the 500-meter range, or pulls hard enough on the wire, it can disconnect from the control box. I just think a stun grenade is easier, though probably not as intimidating.

Smoke Grenades

A popular form of non-lethal riot control, these grenades are often used to disorient targets or can be a target point for incoming long-range blaster artillery or other attacks.

Smoke Grenades

Model: BlasTech Nacht-5 Smoke Grenade
Scale: Character
Cost: 25 credits
Availability: 2, R, F, or X
Range: 3-7/20/40
Smoke Radius: 0-3

Bantha/42:2:3:90/Cri • Never use smoke grenades if you are on the wrong side of the law—it doesn't stop the police from advancing and it lets any airborne vehicles in the area know that there is something wrong.

Explosives

ABC Scrambler

The ABC (Aural-Biological-Chemical) Scrambler is a modified version of an Imperial army anti-ordnance EM probe. Launched toward incoming missiles, it was originally designed to disrupt the electronic guidance signals of smart munitions in flight. In its present form, the scrambler emits a full spectrum of ultrasonics, biological irritants, and chemical agents over a wide area, which combine to disorient an opponent, effectively producing a massive sensory overload lasting for several minutes.

ABC Scrambler

Model: Modified Loronar ABX-110 Tube-Launched ABC Scrambler
Type: Anti-personnel sensory disorientation device
Scale: Character
Skill: Missile weapons: ABC scrambler
Ammo: 1 (per pod; each new pod must be attached to tube launcher)
Cost: 3,000; 350 (pod)
Availability: 2, R (for licensed hunters) or X (non-military or hunters)
Fire Control: 1D+2
Range: 50-200/350/500
Blast Radius: 0-10/20/30
Damage: 8D/5D/3D

Game Notes: The launch tube is 1.2 meters long and each pod is a back-attached box that is 20 cm long, 10 cm wide and 5 cm tall. ABC scrambler pods take one minute to change; if the character wishes to rush the change process; the character must make a *Technical* roll:

Roll	Time to change pod
Heroic	One round
Very Difficult	Two rounds
Difficult	Three rounds
Moderate	Four rounds
Easy	Five rounds

Ulmac/42:7:3:63/Gar • The Empire used to use ABC Scramblers for taking out large groups of

civilians—they'd loose a blast over the heads of a crowd they felt were being unruly and soon people would be lying in the streets, screaming in agony because they don't know whether to use their hands to cover their ears or to scratch their skin off.

Trenton/42:5:9:29/Kua• This weapon will affect everyone so remember you will probably take out some innocents as well as your intended victims. You hit the wrong person—like your partners—and you'll be apologizing for years.

Detonite Tape

Flex-5 Detonite Tape is a plastic adhesive tape impregnated with concentrated detonite and is packaged in 5-meter rolls. The compound is fairly stable and requires intense heat or an electrical charge to detonate. Much like a shape-charged projectile, the tape can blast a hole through many materials. It is especially useful for blowing seams, such as hatches and hull-plates. Since the tape is flexible and self-binding, it can be applied where normal explosives may be awkward to use. In the hands of an expert, the tape can sever just the right connection or break the smallest lock without causing collateral damage.

Detonite Tape

Model: Merr-Sonn Munitions Compound Flex-5 Detonite Tape
Type: Adhesive explosive strip
Scale: Character
Skill: Demolition
Cost: 1,500 (per 5 meters)
Availability: X
Difficulty: 10
Blast Radius: 0–0.5 meters
Damage: 3D

Meydhu/42:6:9:35/Bsc• Detonite tape is a good thing for any thief, smuggler or pirate to have. I practically use up a roll a week, for jobs ranging from opening crates to cracking ships' holds.

Lotrent/42:7:0:09/Bot• I've used detonite tape during the war. It was great for blasting the hatch off a vehicle and grabbing the person inside—usually a very surprised Imperial officer.

E-Mag Mine

The simple mines quietly wait for the presence of repulsorlift fields found on low-flying vehicles such as landspeeders or similar craft. When a field is detected directly above, the mine immediately fires a vertical salvo of shrapnel into the passing vehicle, damaging it severely.

E-Mag mines are typically found on worlds where prying eyes are not desired. Their sensor arrays can also be modified to detect ground-effect and surface-pressure traffic.

E-Mag Mine

Model: Mesonics E-Mag Explosive Mine
Type: Anti-repulsorlift mine
Scale: Character
Skill: Demolitions
Cost: 200
Availability: 2, R, X
Damage: 7D

Game Notes: The mine's sensors cannot detect the presence of repulsorlift vehicles higher than 25 meters above the ground. The mines can also be calibrated to detect foot traffic. The mine's sensor units have a *sensors* skill of 6D to detect repulsorlift traffic nearby.

Fal'Orssk/38:7:3:80/Cha• The only problem that these mines had was how fast the Empire came down on Mesonics after a few explosions wiped out some high-placed Moff's. The Empire "requested" that the company allow the Imperials to "protect" them by stationing guards in and around the building. All they asked in return was an unlimited supply of mines and the right to deny any outside requests for mines. Essentially, they denied all requests, keeping the mines for themselves. Still, several skillful workers were able to make a profit by selling mines on the black market. The New Republic is also trying to keep an eye on these mines, but they are certainly not as harsh as the Empire was.

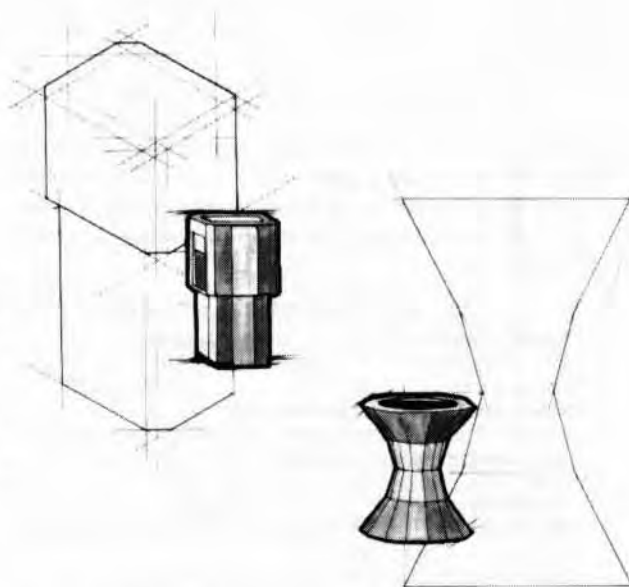
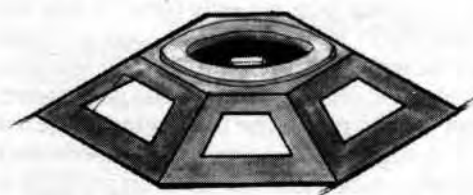


Illustration by Jerry DeCrotie



Anti-vehicle grenade (top), Mesonics shaped-charge explosive (right) and an E-Mag mine (bottom).

Lowickan Firegems

Lowickan Firegems can only be found in the Pa'Lowick system, near Kessel. These unusual stones are naturally formed in the Lowick Asteroid Belt and are extremely difficult to mine. Because of the strange gravitic quirks of the region (caused by an unusual series of gravity waves possibly caused by solar activity) the crystals are extremely heavy and dense as well as difficult to mine.

The gemstones are small—typically between 4 and 6 cm in diameter—and smoothly rounded at the edges. They glow with a deep, wine-red color and are usually slightly warm to the touch. This internal glow is caused by a strange molecular vibration that is also a side effect of their formation. The gems are mildly radioactive, and prolonged exposure to a Firegem's radiation can be fatal to humans.

One of the most dangerous side-effects of the Firegems is not their radioactivity. The molecular vibration that causes Firegems to glow is transformed into outright instability when exposed to other forms of radiation. If introduced into a ship's reactor, they will detonate the first time the ship enters hyperspace. The gems' internal molecular vibration creates an competing harmonic with the resonance frequency of a standard starship's power source. In a vessel the size of a freighter or passenger liner, a Lowickan Firegem can cause massive destruction.

Criminal organizations and terrorist groups prefer to use Firegems to destroy spacecraft in transit; rather than carry bulky and easily detected explosives, a small Firegem in a radiation-shielded carrier is extremely simple to smuggle past security forces. However, to properly work as a bomb, the Firegem must be introduced into the target vessel's reactor injector module. The gem must be stored in a dense, radiation-resistant magnetic field that will break down when the hyperdrive is engaged. When the "bottle" does break down, the Firegem is exposed to the reactor core radiation and creates a massive explosion.

Possession of Firegems is extremely illegal, though Imperial Intelligence has been known to mine the stones for military purposes. Currently the Empire is experimenting (without success) with the stones, hoping to use the gems as a power source. The Pa'Lowick system itself has been quarantined, and a task force of Star Destroyers and Customs cruisers patrol the region constantly.

Lowickan Firegems

Type: Natural Explosive
Scale: Character
Skill: Demolitions: Lowickan Firegems
Cost: 45,000 each
Availability: X
Blast Radius: 300 meters

Damage: 8D

Game Notes: Under proper conditions, Lowickan Firegems can explode, creating a huge blast radius. However, they must be stored under the proper conditions; any unprotected Firegem that is exposed to radiation can prematurely detonate. In addition, a Firegem causes 1D of radiation damage every Standard hour to handlers who are not wearing the proper radiation gear.

Yideg/42:9:5:68/Lia• A Hutt I once worked for liked to use Firegems to wipe out competitors. His boys—posing as local customs officers or maintenance techs—would put the Firegem into a ship's reactor and then wait for the fireworks. Once the Empire went down, it became a lot easier to find these explosives on the market. The New Republic has been so busy with the chaos of running the government that they don't have the resources to regulate these things.

Kollan/42:9:9:87/Tar• Don't be so sure that Firegems aren't regulated; the Sector Rangers and NRI have upgraded the threat level of Lowickan Firegems and a new scanning system is apparently being developed to track the unique radiation signature of these explosives.

Merr-Sonn Shaped Charges

Shaped charges are specially designed explosives, generally used for demolitions work by construction engineers and military units. Shaped charges are used to penetrate strong building materials, such as duracrete, plasteel and duralium ships' hulls. According to an Imperial demolitions primer, a shaped charge "is an explosive device fashioned to direct the explosive force of a detonation in a predetermined direction." The actual shape of such an explosive helps the user direct the force of a detonation to maximize effectiveness or damage (or in some cases, to limit damage to a small area).

Merr-Sonn Shaped Charges

Model: Merr-Sonn Munitions Pre-Shaped Detonite Charge
Type: Shaped charge
Scale: Character or Speeder
Skill: Demolitions
Cost: 200
Availability: 2, R
Difficulty: Moderate
Damage: 2D per charge (plus applicable bonus)
Game Notes: Successful use of a shaped charge increases the explosion's damage by +2D.

Lowwel/43:7:4:03/Ral• The Merr-Sonn shaped charge is one of the best on the market (and certainly better than the Mesonics charge). If used correctly, it takes only three Merr-Sonn explosives to surpass the damage of one Mesonics charge, yet Merr-Sonn charges are only 200 credits apiece while a Mesonics explosive is usually 2,500 credits for one. The difficulty in timing the

charges for simultaneous detonation is only moderate, so Merr-Sonn charges are the most cost-effective way to go.

Mesonics Shaped-Charged Explosive

Shaped charges are cone-shaped devices that concentrate nearly all their damage into a tiny area, making them useful against airlock doors, vehicle components and critical sections on load-bearing structures. They are predominantly used by rescue teams in order to save lives, although others have found deadlier uses for them.

Mesonics Shaped-Charged Explosive

Model: Mesonics Focalized Explosive

Type: Shaped-charged explosive

Scale: Character or Speeder

Skill: Demolition

Cost: 2,500–3,000

Availability: 2, R or X

Damage: 10D

Game Notes: When the explosive is set, reduce the *Strength* dice of the target by -1D.

Capt. Rislar/37:4:2:75/Tat• All ship-jackers should carry a supply of shaped-charged explosives. I still think Mesonics makes the best. It works great when you are trying to blow an airlock...provided you aren't interested in recovering the ship itself.

Plasticene Thermite Gel

This greyish-white, putty-like substance is widely used by underworld elements as a fast-acting means of gaining entrance to restricted areas with a minimum amount of noise. Once removed from its protective wrapping, a full kilogram of this lightweight substance can be stretched and molded as needed to cover a surface area of twenty square centimeters.

Once ignited by an electronic detonator, thermite gel burns at a constant temperature of 500 degrees centigrade. Capable of defeating most standard locking mechanisms, it can also be used to burn through armored plating and other protective surfaces.

Plasticene Thermite Gel

Model: Gatrellis Plasticene Thermite Cube

Type: Controlled pyrotechnic explosive

Scale: Character

Skill: Demolitions

Cost: 1,000 per kilogram

Availability: 2, X

Damage: 20D for a full kilogram per round, 2D per hundred grams per round; three rounds burning time for 0.50 kilogram application.

Game Notes: Ignition by detonator can be achieved by remote relay. Thermite gel can be shaped, molded, or stretched, and a full kilo can cover up to 20 square meters. A character must make a *demolitions* skill roll to correctly set the gel; the difficulty is based on how reinforced the target is (light doors require only a Very Easy total; reinforced bulkheads could require a Very Difficult total).

Yideg/41:9:2:11/Lia• This stuff is one of the most powerful explosives I've ever used. My boss had us get some to prove a point to a smuggler who was extremely late on paying off a debt. We literally melted a hole through the side of his ship after he had locked himself in to hold us off. We took the cargo back, as well as anything else we found of value in there. We left him the ship.

Gunman/41:9:5:23/Elr• Back with my old unit, we used thermite gel to burn through hardened bunker defenses. They can defend all they want against a frontal assault—they hardly ever expect you to come at them through the walls.



Illustration by Storn Cook

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Armor and Armor Attachments

Armor

A3AA Personal Defense Module

Generally found among hunters with an affinity for advanced technology, this defense suit is perfect for "hot" environments where an intense firefight is anticipated. The suit offers limited physical protection, but has a micro-nozzle spray system that sprays a mixture of refined courenth, with trace amounts of ves. The cloud around the suit effectively disperses laser bolts and the design is pirated from an idea first put forth by Rebel General Airen Cracken in his field manual for Rebel soldiers. The suit provides the wearer with a five-meter-diameter cloud that disperses charged energy beams, effectively rendering blaster bolts ineffective. Dependent on prevailing wind conditions, once triggered, the dissipation field remains in effect upwards of four minutes. An optional adjustment permits the module to generate a continuous 30-degree forward-facing cone of dispersal, making rapid forward movement possible in the face of concentrated enemy fire.

A3AA Personal Defense Module

Model: Corellian Technologies A3AA Personal Defense Module

Type: Personal defense system

Ammo: 3

Cost: 8,500 (often much more on the black market)

Availability: 4, X

Game Notes: Generally available only to Imperial scouts and covert troops. The cloud reduces damage of all blaster bolts by -2D, the suit itself provides a +2D physical, +1D energy protection, but also reduces *Dexterity* and related actions by -1D.

Homack/43:3:6:02/Bst• The biggest problem with A3AA armor is its lack of physical protection. Sure, it'll dispel a blaster shot just fine, but as soon as I realize I'm up against someone with this kind of armor, I start firing a slugthrower or lobbing grenades.

Arelik Armor

Arelik armor, designed by Stavren Arelik, is designed specifically for bounty hunters. It provides modest protection against energy and

physical attacks, though it is specifically designed to allow the addition of sensing modules.

Arelik Armor

Model: Stock Arelik Armor

Type: Personal battle armor

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides +2D to *Strength* for physical attacks, +1D for energy attacks; -1D to *Dexterity* and related skills. Covers head, torso and arms.

Sensor Pod: +1D to search.

Infrared Sensor: Adds +1D to *Perception* in darkness.

Environment Filter: Helmet filter system can prevent harmful molecules from entering the lungs.

Staven/37:1:5:92/Bon• A bounty hunter named Beylessa managed to "convince" most folks that the Arelik design was hers. After she retired, a lot of young punks out on the Rim began wearing a similar armor design.

Hoshen/37:5:3:09/Qua• This armor is extremely easy to modify, if you are looking to add extra motion sensors or other detection gear. However, the power cells needed to power the detection gear must be mounted externally, since the armor is basically form-fitting and skin-tight. Stray blaster rounds can catch a power cell and cause a minor explosion, so additional armor is a good idea.



Illustration by Jerry DeCrotte

Armored Vacuum Suit

Corellian Technologies' armored vacsuit is based on the classic Incom model in standard use. The suit grants the advantages of a vacuum suit while providing moderate protection against blaster fire. The suit has a limited self-sealing factor.



Illustration by Storn Cook

Armored Vacuum Suit

Model: Corellian Technologies Boarding Armor

Type: Armored vacuum suit

Cost: 4,000 credits

Availability: 2, R

Game Notes:

Armor: +1D versus physical attacks, +1D to energy.

Vacuum: Holds 10 hours of atmosphere; user must make Moderate *stamina* check every hour exposed to space or suffer a wound.

Narseri/42:9:1:38/Hos• There's a lot of pirates out there who have to start small to eke out a living. No matter how few credits you have, pick up a Corellian vacuum suit. It's fairly cheap as far as boarding armor goes, and it will save your life someday, guaranteed. It isn't spacetrooper armor, but the self-seal is virtually foolproof. The few extra seconds it can keep you alive may make all the difference in a bad situation.

Blast Vest

A piece of anti-blaster protective garb favored among hunters for its light weight. This vest projects a localized high energy ion field to distort and disrupt the effects of blaster fire, providing modest protection. Of course, this type of technology is still very inefficient and the vest can drain power cells very quickly.

Blast Vest

Model: Corondexx Blast Vest

Type: Protective vest

Cost: 3,000, 25 (power cells)

Availability: 2

Game Notes:

Protective Vest: The power cells project an ablative power screen that adds +1D for energy attacks; +2 physical attacks. Torso only.

Power Cell Storage: Vest can store six standard power cells. Cells are drained in 10 minutes of continuous operation.

Power Jacks: In place of power units, the vest has power jacks allowing a small capacitor to be charged from a portable power generator. Requires one hour to charge and the capacitor can power the vest for two minutes of continuous operation.



Illustration by Christina Wald

Darry/39:1:6:72/Umg•

Don't ever get this type of armor unless you can get it cheap. It costs too much to buy it, too much to keep it powered, and it still doesn't do enough good to save you in a fight. There are many other sets of armor on the market that do a better job. My biggest gripe with the Corondexx is how *fast* it runs out of power. The first time I wore one in a firefight, it gave out just as one of my opponents drew a bead on me. (It still itches where they had to re-grow my skin.)

Casting/39:5:0:00/Hap• Actually, I modified my Corondexx to mate with a small energy generator. It's kind of heavy, but it takes far longer for it to run out of power. My only worry is that one of these days, the power coupling will take a hit and cause an explosive overload.

Camo Armor

As a form of passive defense, this lightweight type of body-glove armor relies on boosting the wearer's chances of remaining hidden as the primary means of survival. The camo field unit generates a small holographic distortion field that mimics the nearby terrain (trees, brush, sand, and so forth).

Camo Armor

Model: Creshaldyne Industries Scout Armor

Type: Light scout armor

Cost: 1,500

Availability: 2

Game Notes:

Basic Suit: +1D physical, +2 energy for torso, arms and legs.

Camo Field: +1D to the difficulty of *search* or *Perception* rolls for those trying to spot the wearer if the wearer remains motionless.

Homack/44:6:7:92/Bst• This is extremely good body armor for snipers. It doesn't really help you against attacks, but keeps you well-hidden. Back during my days with the Rebel Alliance, I had a suit of camo armor in my X-wing's survival gear kit. When I got shot down over Atrivis, it helped me evade the Storm Commandos until I could steal another ship.

Vox/45:8:3:01/Hun• A camo suit works well on unenhanced vision, but it doesn't provide much of an advantage over species that possess infravision. A good scanner operator will pick you off fairly quickly as well.



Illustration by Jerry DeCrotte

Castaan Staad Armor

Castaan Staad armor was designed for members of the Twi'lek warrior caste. Castaan Staad Armor is designed specifically to fit the burly Twi'lek warrior build. In general, Twi'lek warriors commission custom-tailored armor, though Castaan Armory manufactures a "generic" version for offworld sale.

Castaan Staad armor resembles a blast vest that closes on one side, and it is fairly thin and allows for great flexibility.

Castaan Staad Armor

Model: Castaan Staad Armor
Type: Custom-designed Twi'lek warrior armor
Cost: 750
Availability: 3
Game Notes: +1D to physical and +1D to energy, covers torso.

War'qi/41:5:3:88/Kas• Castaan Staad armor never really impressed me. It was never meant to be a strong protection; Twi'lek warriors prefer to show off their courage rather than save their skins. The blast vest usually is very attractive and that's about it.

Podono/41:5:8:02/Tal• True enough, though the Castaan Staad design does have merit. I watched a Twi'lek warrior dance out of the way of several blaster shots and disarm his *three* opponents...with a vibrorapier. While there's no question that the Twi'lek possessed a great deal of skill, I don't think he'd have been able to move so quickly in bulkier armor. To my mind, not getting hit is better than withstanding an attack.

Creshaldyne Riot Armor

A form of "early-warning system," this armor employs a series of infrared motion trackers which trigger an alarm when rapid motion indicative of an attack is encountered.

Creshaldyne Riot Armor

Model: Modified Creshaldyne Industries Riot Armor
Type: Personal battle armor
Cost: 500
Availability: 2
Game Notes:

Basic Suit: +2D physical; +1D energy for torso (front and back) and legs (front).

Infrared Motion Sensor Array: Has a range of 30 meters. An alarm is triggered when any mass over 10 kilograms is detected traveling in excess of 1 meter per second (this alarm can be audio or be run into a blast helmet for interior audio and visual).

Jatras/41:2:9:03/Can• This isn't bad armor, but it has one basic flaw: the tracking system alarm. The tracking system works, but imagine it's dark, the alarm goes off and you now have an attacker within a 360-degree circle of you (and probably no more than 30 meters away). Not only that, but the alarm is not exactly quiet and can be heard if you are not wired in through a blast helmet. If you are wearing a blast helmet to minimize the noise of the alarm, you also minimize the rustling of leaves and outside sounds that identify where your attacker is. It's a no-win situation.

Heller/41:3:1:87/Nal• Slice into the programming matrix and decrease the volume or better yet, remove the alarm speaker and hook the connection leads to a standard blaster pistol "tingler" (found on old model DL-44s, to warn the shooter that the power cell is almost empty). Instead of the typical beep of the tracker alarm, you get a little "tingle."

Corellian 611 Combat Armor

This Corellian suit is one of the most commonly available suits of armor, which makes it very popular among bounty hunters. The 611 protects fewer body areas than regular bounty hunter armor, but is lighter allowing for greater maneuverability. 611 armor does not come with any on-board weapon systems, however.

Despite its lack of armaments and antiquated power systems, it is much more common than other forms of body protection. The suit was originally designed for military engineers to provide them with a modest defense and added strength while working on projects under fire.

One flaw of this particular armor is the weight of the protective material. The armor is light enough to wear, but severely handicaps any efforts at swimming. The onboard environment seals are not watertight (due to a defective design pro-

duced by a subcontracting firm) and allows fluid to contact the power system, creating a massive short-circuit.

Corellian 611 Combat Armor

Model: Corellian 611 Combat Armor

Type: Personal battle armor

Cost: 5,000

Availability: 3, F

Game Notes: Provides +2D to *Strength* for physical attacks, +1D for energy attacks. Covers head and torso. No *Dexterity* penalties. Add +10 to the difficulty number of any *swimming* rolls made while wearing this armor.

Jatras/42:5:8:47/Nim• When I began my career as a bounty hunter, this combat armor was one of the cheapest suits I could afford. I figured I would just avoid any bounties on waterlogged planets and I'd be fine. Well, I still use this armor, although I also have a specific suit I use for underwater work. It's a decent suit; Corellian armor definitely has its advantages and you won't be sorry...just pick one up at a second-hand shop and you'll be fine.

Corellian HuntSuit

A common type of bounty hunter armor similar to the Corellian PowerSuit. Typical modifications include a power cell recharger, short-range motion sensors and storage systems for extra equipment and munitions.

Corellian HuntSuit

Model: Corellian HuntSuit

Type: Personal battle armor

Cost: 2,900

Availability: 3, R

Game Notes:

Basic Suit: +2D physical; +1D energy for entire body; -1D to *Dexterity* and related skills.

Power Suit: +1D to *lifting* skill.

Sensor Pod: +1D to all *search* attempts made within 50 meters.

Red/39:7:5:98/Ral• This is a simple suit the Corellians designed specifically for finding prey. Not only did most bounty hunters use it, but I saw more than one CorSec officer using this armor as protection when taking out a criminal.

Belya'Nar/41:3:0:11/Pal• Be careful with the sensor pod when you are tracking a target aboard a starship. I was chasing a mark aboard *Kuari Princess II* and he fled to the engineering crawlways; the ambient radiation in the area—while within safety tolerances—was sufficient to foul the sensor pod. Some kind of computer filtering may help, but it reduces the sensor's speed and efficiency by as much as 50 percent.

Coynite Battle Armor

This bulky suit includes a helmet and is made from the stands of walt'sor plants, found only on Coyn. Despite the suit's rather humble origins, it provides excellent protection against physical and energy attacks.

Typically, Coynite battle armor is not available to offworlders, though it is in high demand among several shockboxers and other participants in high-contact sporting events.



Illustration by Mike Vilaro

Coynite Battle Armor

Model: Ekkar Arms Coynite Battle Armor

Type: Coynite personal battle armor

Skill: Melee combat

Cost: 150

Availability: 3

Game Notes: Add +2D protection from all physical and energy attacks. All *Dexterity* skills are penalized -1D.

Dr. Ithar/42:2:5:66/Cha• I think this is some of the most beautiful armor I've ever seen (which shouldn't surprise anyone who knows me; I love Ekkar Arms' work). If you are especially well-mannered and follow planetary rules while on Coyn, Ekkar Arms will allow you to watch their workers weave a suit out of the fibrous plants they grow nearby. It is simply amazing that this armor could protect so well. I was finally able to get a set of armor to take home with me and put with the rest of my collection; the Coynite are not stupid—they certainly made a larger profit on me than they do the natives, but the cheap "Coynite" suits of armor you find off-planet are badly replicated and do not give the protection the real ones do. Be very careful if you see Coynite battle armor outside Coyn, someone's trying to swindle you.

CT3 Concussion Helmet

This helmet was designed more to protect the head from damage in bad falls or crashes. Also, this helmet could help prevent injury from archaic firearms and missiles. It cannot protect against energy attacks, but when it was first developed, blasters and other energy weapons were very rare. This helmet is very standard, designed to fit around the head.

Concussion Helmet

Model: Core World Arms CT3

Type: Personal armor

Scale: Character

Cost: 375

Availability: 1

Game Notes: Head: +2 to front and back from physical (non-energy) attacks, including crash and falling damage.

CV14-B Concussion Vest

Built to match the Core World Arms concussion helmet, the concussion vest also was built to last. Capable of protecting the torso from all physical attacks, crashes and falls, the vest shows a lot of promise on today's market, even if it weren't an antique.

CV14-B Concussion Vest

Model: Core World Arms CV14-B

Type: Personal armor

Scale: Character

Cost: 500

Availability: 1

Game Notes: Torso: +1D to front and back from physical (non-energy) attacks, including crash and falling damage.

Pyjam/39:2:4:34/Crl • Although it may be hard to believe, both the antique concussion vest and helmet are some of the most popular items in my second-hand store. For parents whose children are beginning to get antsy to go off on a swoop or other dangerous conveyance, this is probably the best investment you can make for your kid. You can usually cut a deal too—they aren't considered collector's items unless they have some Old Republic insignia on them. Anyone who's a backwater racer would benefit from grabbing this armor.

Terelya/39:6:0:99/Dev • Be careful when using material this old, though. Most Old Republic-era military surplus is extremely fragile and not capable of withstanding much jostling. Trusting a blast concussion helmet to protect you when it is webbed with micro-fractures can cost you your life. These are fine for collectors, but I wouldn't bet my life on 'em.

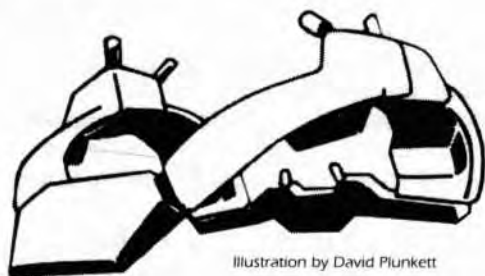


Illustration by David Plunkett

Doubler Suit

A miniaturized version of a portable, three-dimensional holo vid recorder mated with a directed projector, the doubler suit creates a life-size, holographic image of the wearer. For proper operation, the person to be "doubled" must be recorded for one hour. Then, the projection system is tied into a portable computer with the unique "doubler" software. This program creates a "holo-composite" of the target, enabling the computer to blend any of the existing holos for wholly new but convincing images.

When used in the field, the wearer has a bodysuit

lined with thousands of microsensors. The microsensors relay movement data to the holographic projector's computer brain. The projector then creates a virtually identical holographic image that is transmitted through the holoprojector. Indistinguishable from the original at long range, as one gets closer to the double, it is easy to determine that this is a projected holographic image. The double allows the hunter to draw enemy fire with minimal exposure. This is especially useful in areas where the exact location of an opponent cannot easily be ascertained due to intervening terrain and obstacles.

Doubler Suit

Model: Modified Corellidyne Holographic Projector Doubler Suit

Type: Human-sized three-dimensional imaging system

Skill: Computer programming/repair (Difficult difficulty to operate doubler-imaging application; if the *programming* roll fails, the flaws will immediately evidence themselves the first time the doubler image is used.

Cost: 30,000

Availability: 4, X

Game Notes: Once programmed, an Easy *Mechanical* roll will allow projection of a lifelike image duplicating the character. The image can be projected in any direction, up to 10 meters away. The operating character should secretly inform the gamemaster of attempts to project the holo image, specifying its location and distance relative to the true individual. If a successful roll is made, all others will see the apparent image of the original character projected as previously indicated. Viewers must make a Very Difficult *Perception* or *search* roll to discover the true nature of the image (at a range of 50 meters or more; for every ten meters closer to the target, reduce the difficulty by one level).

Bantha/41:8:4:48/Cha • I think this is one of those technological advances that should have just been allowed to crawl off the drawing board and die. For 30,000 credits, you can make an image of someone or yourself to "draw away enemy fire." What good is that going to do when the doubler doesn't "die?" And if they get close enough, they'll figure out it's a fake anyway. To be honest, I don't think it's worth it, even if it was half that price. I wouldn't buy one.

Gunman/41:8:6:09/Elr • Don't discount the usefulness of a good doubler suit. A squad of Ailon Nova Guardsmen fooled my unit's scouts by equipping each troop with a doubler suit (that they presumably captured or were issued by the Empire). They activated the units while on the march, making it appear to us that their understrength unit was in fact a full platoon. Remember: any tool can give you an advantage if used properly.

Dragon Armor

This suit was designed by the SoroSuub corporation for use by SoroSuub security forces and Sullustan military forces. The armor is best suited to dealing with poorly armored opponents and

vehicles. Because most of its weapons do damage to large areas, the armor is especially good at dealing with larger numbers of opponents. Although the suit was built with the Sullustan physique in mind, other humanoid can fit into the power suit with a little discomfort.

Unfortunately for the SoroSuub Corporation, which had invested a good deal of money and effort into the project, the prototype suit and all copies of the plan disappeared at about the same time SoroSuub allied with the Empire.

Dragon Armor

Model: SoroSuub NLZ5-11 Dragon

Type: Medium power armor

Skill: Powersuit operation

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides +3D to *Strength* for physical attacks, +2D for energy attacks, -2D to *Dexterity* and all related skills. Covers head, torso, arms and legs.

Heaviness: Due to this suit's weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.

Strength: Servos in the armor provide +1D *Strength* bonus for *lifting* skill rolls and melee and brawling damage.

Speed: Due to the bulk of the armor, the wearer's *Speed* is reduced to 7.

Sensors: Provides 180-degree vision, macrobinocular vision and a mini-targeting computer. Provides +2D to *Perception* and *search* rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapon skill rolls against targeting at medium and long ranges.

Body Glove: A climate-controlled body glove incorporates additional heating elements to allow comfortable operation in moderately hot and extremely cold climates.

Defensive Blaster: 3D damage, uses *armor weapons* skill, ranges: 3-4/8/12, mounted alongside helmet.

Twin Flamers: 5D damage (fire-linked), uses *armor weapons* skill, creates cone one meter wide, variable one to five meters long, mounted on left forearm armor.

Mini-Missile Launcher: 5D damage, uses *missile weapons* skill, ranges: 3-40/120/400, mounted on shoulder armor.

Sealed Enviro-Filter: Filter system can block out harmful molecules, or the suit can completely seal, drawing upon a two-hour internal supply of oxygen.

Lowwel/38:9:2:84/Sul•

Some associates of mine are actually the group who found the prototype...we broke into an abandoned SoroSuub warehouse and found crates and crates of old weapons and obsolete designs that had been



Illustration by Jerry DeCrotte

packed away. We also found the Dragon. We're kind of waiting for the remaining board members of SoroSuub to offer us more money for the suit and some other things we obtained. We also want a couple of suits for ourselves. The suit itself is nice, with a launcher, flamers, blasters, really good protection. Problem is, it's a bit small for most humans. We'll wait until they make special suits designed for us, then we'll make the deal.

Dura-Armor

Dura-armor had an important role in by-gone days during battles. While not very usable in terms of flexibility, it protected users from crashes and falls. A user could wear the armor while seated in an armed vehicle, using the vehicles computers to replace his own diminished senses and thus be protected in case the worse occurred.

Dura-Armor

Model: Core World Arms

Type: Impact-resistant molded armor

Scale: Character

Cost: 8,000

Availability: 3

Game Notes: Head, torso, arms, legs: +2D to all physical (non-energy) attacks; +2D to all energy attacks; -2D penalty to all *Dexterity* and *Perception* attribute and skill checks.

Kris/44:3:9:05/Eri• The only use this armor had was in vehicle combat, particularly among Old Republic ground troops. Unfortunately, the armor is so bulky that if you actually had to run anywhere, you were as good as vaped. Oh, small-time terrorists and some gangs still get these old suits to use when they need to run a truck through some lines or past enemy gangs. I suppose they're still fairly usable.

Espo Armor

The standard Espo uniform is a brown padded jumpsuit with a visored helmet. This suit is intended to protect more against injuries common to brawls; the armor provides almost no protection from blaster bolts. The helmet is geared more toward physical impacts than protection from energy weapons and includes a retractable breath filter, retractable headset comlink and hearing protection headphones.

Espo Armor

Model: Ayelixe/Krongbing Textiles blast vest and blast helmet

Type: Personal armor

Scale: Character

Cost: 200 (vest), 200 (helmet)

Availability: Not for sale

Protection: Blast Helmet(+1 energy, +1D physical), blast vest (+1 energy, +1D physical, -1 *Dexterity* and related skills)

Trenton/43:2:3:89/Kua• I was in the Corporate Sector when the Espo were still on top of their game, and I remember the Ayelixe/Krongbing Textiles armor. It wasn't that great—it was certainly

well suited for easy details like clearing out some drunks in a local cantina—but it doesn't handle damage well. A well-placed blaster shot will punch through it without a problem (especially when you consider how powerful some weapons are today).

Espo Riot Armor

The Corporate Sector Authority's heavy combat armor for Espo forces, this form of riot gear is made of a tight-fitting, climate-controlled suit with a 16-piece armored shell. The shell pieces are made of woven poly-ceramics and provide excellent physical protection and respectable protection from energy blasts.



Illustration by Mike Vilardi

Espo Riot Armor

Model: Authority Riot Armor

Type: Blast armor

Cost: Not available for sale

Availability: X

Protection: Helmet: blast helmet with visor +1D from all energy attacks, +2D from all physical attacks; all other areas: +2 from energy attacks, +1D+2 from physical attacks, -2 from *Dexterity* and all *Dexterity*-related actions.

Vron/40:2:9:59/Bet• The CSA Espo forces were easily identified by their armor, and within the Corporate Sector they invoked almost as much fear as

the Imperial Stormtrooper. Ever since the CSA shut down its borders, you don't see Espo armor much, but the design was exceedingly good.

Flex-Armor

Flex-armor was designed to allow more movement than dura-armor. In addition, it could also be modified to increase protection against physical attacks. Though this did leave the suit defenseless against energy attacks, the Old Republic troops that originally wore flex-armor didn't seem terribly concerned; most battles leaned more towards physical weapons (slugthrowers, swords, and so on) than energy weapons. As a result, flex-armor remained popular until the energy-warfare and duraplas armor became more common.

Flex-Armor

Model: Drolan Plasteel TYI flex-armor

Type: Personal armor

Scale: Character

Cost: 2,000

Availability: 3

Game Notes: Head, torso, arms, legs: +1D to all physical and energy attacks; -1D penalty to all *Dexterity* attribute and skill checks.

Possible Modifications: Flex-armor can be reinforced with steel wire or mesh, thereby increasing its protection to +2D against physical strikes. Defense against energy attacks, however, is forfeited in the process. This alteration requires a Moderate *armor repair* roll and one day of time.

Pyjam/40:9:8:20/Crl• Flex-armor is probably the least popular of the old Sith War designs that are bought up today. The only people who collect them are true military history buffs. They were surprisingly durable bodysuits and many still function, but typically flex-armor suits were modified by the previous owners. I've found a few suits that protect much better than such ancient armor should be able to.

Gladiator Armor

For many years, the Soruus system's provincial government sentenced criminals to fight to the death in immense arenas for public sport. Min-Dal's operational prototypes for this model armor were tested in these gladiatorial contests. Although arena security was good and has been increased—enough to prevent combatants from breaking from custody and harming the spectators—sabotage and a quick diversion gave the criminals wearing these suits an opportunity to escape. Once free, the small group committed atrocious crimes before the Empire stepped in to hunt and destroy most of them.

Public outcry against the incident forced Min-Dal to cancel their armor program. One of the criminals, Morana Fal, evaded capture with two suits: her own and one from a fallen comrade. Currently there is a reward of 10,000 credits for her capture and 3,000 for each intact suit returned to the Min-Dal corporation.

Gladiator Armor

Model: Min-Dal JX4 Gladiator Prototype

Type: Personal battle armor

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides +2D to *Strength* for physical attacks, +1D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties.

Conner Net Gun: Stun damage, damage 5D if electrical charge is released, uses *missile weapons* skill, ranges: 3–10/19/25, mounted on left forearm armor.

Vibro-Shiv: STR+1D damage, retracts into right gauntlet.

Jet Pack: Has a Move of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 10 charges, can expend up to two per round.

Staven/44:2:3:49/Rod• I followed the bounty on Morana Fal for almost a year. I closed in on her near her home planet of Ord Mantell. When I finally confronted her on the waterfront, she turned and used this armor to great effect. I shot at her, but my blaster bolts were successfully deflected long enough for her to bring her heavy blaster pistol to bear. She used a jet pack to close in so she could fight me hand-to-hand. I knew after a few moments that she meant to keep her armor and she had the power to do it. I backed off and let her go. Catching her wasn't worth 10,000 credits—the bounty wouldn't begin to cover my medical expenses.

Trityn/44:3:9:74/Byb• Actually, she wasn't that hard to take out. She liked to frequent waterfront areas. I just held out until she fired her conner net gun (one of her favorite weapons) which I promptly deflected into water. The resulting short-circuit took her down and I waltzed away 10,000 credits richer.

Heavy Radiation Powersuit

The HR-211 is a reusable work suit, capable of providing short-term protection (up to one hour) from lethal levels of heat and radiation. The versatile chest-mounted sensor pod features a heads-up display, as well as full audio- and video-recording capabilities. The helmet features a multi-band civilian comlink and a retractable blast visor. The suit has a six-hour power supply and 12 hours of oxygen. The suit must be completely decontaminated prior to recharging.

Heavy Radiation Powersuit

Model: Nova-Tech HR-211 Powersuit

Type: High radiation space powersuit

Scale: Character

Skill: Powersuit operation

Cost: 3,000

Availability: 2

Game Notes:

Armor: Suit provides +2D physical and energy, -1D to *Dexterity* and related skills. Move: 3 (in gravity).

Booster Jets: Detachable booster jets have fuel for 10 bursts, with a speed of Space 1 and 1D maneuverability.

Sensors: The suit is equipped with a sensor pod with a maximum range of 100 meters; add +1D to the operator's *Sensors* skill.

Equipment: Helmet-mounted comlink, utility pouches, 50 meter lifeline, shoulder-mounted beam light, fusion cutter (5D), and magnetic traction boots.

Meydhu/41:8:2:34/Tin• This is another one of those pieces of equipment that you don't really worry about until it's too late. Sooner or later, there's going to be a radiation crisis, either aboard ship, on a planet or out in space. The day it happens, you'll be kicking yourself for not thinking of it. It also protects against heat, which is valuable when you have to do emergency repairs near a star.

Hogar/41:8:6:21/Kes• The air filters on this type of unit require replacement after every 50 hours of use. Otherwise, you'll end up sucking in contaminated air and regretting it. I also found that the onboard climate control computer can sometimes be fooled unless a thin sheet of myoflex plastic is adhered to the main temperature sensor. This tricks the suit into thinking the temperature is higher than it actually is and kicks in the cooling unit. (If you don't have myoflex, try synthskin...it'll work in a pinch.)

Juggernaut Armor

Juggernaut armor was originally developed many years ago for use by large mercenary and militia forces that required additional heavy firepower for infantry support without additional manpower. The incredible cost of integrating all the different weapons, targeting and environmental systems led to the Cozzell Corporation's decision to terminate the project.

Juggernaut Armor

Model: Cozzell Juggernaut 510 Combat Power Armor

Type: Assault power armor

Skill: Powersuit operation

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides +3D to *Strength* for physical attacks, +3D to energy attacks; -3D to *Dexterity* and related skills. Covers head, torso, arms and legs.

Heaviness: Due to this suit's weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.

Strength: Servos in the armor provide a +3D *Strength* Bonus for *lifting* skill rolls and *melee* and *brawling* damage.

Speed: Due to the bulk of the armor, the wearer's *Speed* is reduced to 5.

Sensors: Provides 180-degree vision, macrobinocular vision, mini-targeting computer. Provides +2D to *Perception* and *search* rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapon skill rolls at medium and long ranges.

Body Glove: A climate-controlled body glove incorporates additional heating and cooling elements to allow comfortable operation in moderately hot and extremely cold climates.

Medium Repeating Blaster: 7D damage, uses *armor weapons* skill, ranges: 3–50/120/300, hand held with braces and

targeting computer interface along right forearm armor.
Grenade Launcher: 5D damage, uses *missile weapons* skill, ranges: 1-250/350/500, mounted on left shoulder.
Retractable Claws: STR+2D damage, mounted in left gauntlet.

"Credman"/40:9:2:38/Ind• Looking at the plans for this armor, I'd say that it would've been really interesting to see just how much it could do, but I can certainly see why Cozzell canceled it. It is so bulky and clumsy that it should be fairly easy to dodge the weaponry. Still, it would require heavy artillery to take someone wearing Juggernaut armor down.

Gunman/40:9:3:09/Elr• My old unit actually had a few production model Juggernaut suits; apparently, one of the Cozzell designers—a Corellian named Sarvel Tal-Oldra—decided he didn't like having his project terminated and began custom manufacturing Juggernauts at Doc's old outlaw tech base in the Corporate Sector. The armor was indeed slow, but the weaponry was extremely efficient. The main flaw is the power transfer routing conduits along the back—they aren't well armored and a few good hits from a blaster will knock out the grenade launcher and the repeating blaster. Overall, though, the Juggernaut is an excellent suit. If you have the funds, I recommend you look Tal-Oldra up.



Illustration by Doug Shuler

Koromondain PDS, Inc Protective Vest

Commonly referred to as bounty hunter insurance, this protective vest is specifically designed to protect the wearer from sudden attacks from unexpected quarters (and dubious friends in dark places).

Koromondain PDS, Inc Protective Vest

Model: Modified Koromondain PDS, Inc. Mk 45 Protective Vest

Type: Protective vest

Cost: 250

Availability: 1

Game Notes: +1D+2 from physical; +2 from energy attacks to torso front and back.

Kastovar/39:5:5:91/Hun• I typically wear a Koromondain vest over some other form of body armor; it takes the brunt of an attack and allows

the layer of armor underneath to take the rest.

Helgred/39:6:1:12/Tel• The vest also has one added benefit: pockets. Not only does it help block an attack, it also makes a good tactical harness.

Leviathan Armor

The Mon Calamari designed this suit for a secret squad of commandos which harassed Imperial aquatic installations on planets sympathetic to the Rebel Alliance. Its weapons are specially designed for underwater combat against elite Imperial aquatic units. Like Mon Calamari starships, each suit of Leviathan power armor is unique—a work of art as well as a functional weapon. Each suit is tailor fitted to its user—new suits must be specially commissioned.

The Leviathan suit is not pressurized and does not carry any air tanks, since the Mon Calamari are amphibious and can withstand deep-sea pressures.

Leviathan Armor

Model: Mon Calamari Leviathan Power Armor

Type: Assault power armor

Skill: Powersuit operation

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides +3D to *Strength* for physical attacks, +3D to energy attacks; -1D to *Dexterity* and related skills under water, -3D to *Dexterity* and related skills on land. Covers head, torso, arms and legs.

Customized: If worn by someone other than its owner add an additional -1D to the *Dexterity* penalty.

Heaviness: Due to this suit's weight, the skills *hide*, *sneak* and *running* cannot be used while wearing this armor on land.

Strength: Servos in the armor provide a +3D *Strength* bonus for *liftingskill* rolls and melee and brawling damage.

Speed: Due to the bulk of the armor, the wearer's *Speed* is reduced to 5 while on land. Special underwater propulsion unites in the leg armor give the wearer a *Speed* of 15 while swimming under water.

Sensors: Provides 180 degree vision, macrobinocular vision, mini targeting computer. Gives +2D to *Perception* and *search* rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapon skill rolls against targets at medium and long ranges. The targeting system also allows torpedoes to lock on and adjust course to follow moving targets. Includes special sonar gear. Thus this armor is designed to deal with deep waters where light



Illustration by Jerry DeCrotie

is absent.

Body Glove: A climate-controlled body glove incorporates additional heating and cooling elements to allow comfortable operation in moderately hot and extremely cold climates.

Duo-Flechette Rifle: 5D damage, uses *armor weapons* skill, ranges: 3-10/30/60, mounted on right forearm armor.

Mini-Torpedo Launcher: 6D damage, uses *missile weapons* skill, ranges: 3-30/120/350, mounted in shoulder armor.

Red/43:2:8:70/Car• This armor is beautiful, but is really impractical for anyone other than the Mon Calamari or other aquatic species. For them, the suit works with their swimming, so they can use speed and strength to defeat enemies. I think anyone else would have to fight the suit for control, because their swimming ability isn't as good.

Shol'Arma/43:5:1:21/Man• It's true: unless you are a competition-grade swimmer and can match Mon Cals in the water, you'll have a hard time with the Leviathan. To combat this problem, try having an astromech take a holo of you swimming. The droid can probably map your movements and feed them into the Leviathan's motion control programming and make it possible for you to use the armor.

Red/43:5:8:00/Car• Don't forget: it isn't pressurized and doesn't contain atmosphere. Upgrading the Leviathan to store a Type I atmosphere is possible, but will cost you well over 20,000 credits.

Link Armor

Link armor was designed by linking small insulated rings together to form a heavy protective covering capable of protecting against energy attacks as well as physical. Centuries ago, Jedi Knights commonly wore this type of armor into battle. The suit was designed to link into another, larger suit, thus giving more physical protection, though the resulting armor was less capable of preventing injury from energy attacks. The double-suit modification is also very bulky and tends to keep the wearer from moving quickly.

Link Armor

Model: ProTech SupraLink

Type: Link armor

Scale: Character

Cost: 500

Availability: 1

Game Notes: Head, torso, arms, legs: +1D to all physical (non-energy) attacks; +2 to all energy attacks; -1D penalty to all *Dexterity* attribute and skill checks.

Possible Modifications: Characters may opt to create twin-layer link armor by weaving two suits (one slightly larger than the other) together. The modification changes the armor's statistics to the following: +1D+2 to all physical attacks; +1D to all energy attacks; -2D to all *Dexterity* attribute and skill checks. The alteration requires a Difficult *armor repair* roll, 550 credits, and one week of work.

Kris/42:8:9:47/Eri• The "double suit" modification of link armor was one of the most interesting

innovation that the now-defunct ProTech ever came up with. I'm in the process of modifying modern duraplas into a form of link armor that may provide additional protection against energy weapons. Anyone interested in field testing the design can contact me at the Ace of Sabers.

Malgon Armor

This rare suit was designed for service in or near larger power plants, chemical factories and other installations where explosives and blasters could cause immense fires. The original suit was designed with chemical nozzles along the arms to shoot fire-suppressant chemicals.

Due to an Imperial "request," all production of this armor was halted and most known suits were recalled. No reason was given by the Empire for recall of the suit. A handful of suits were never turned in and found their way to the black market, where the fire suppressant chemical system was modified to a flame projector weapon.

Malgon Armor

Model: Modified X5 Malgon Armor

Type: Light power armor

Skill: Powersuit operation

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides +2D to *Strength* for physical attacks, +2D for energy attacks; -2D to *Dexterity* and related skills. Covers head, torso, arms and legs.

Heaviness: Due to the suit's weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.

Strength: Servos in the arms and torsos provide a +1D *Strength* bonus for *lifting* skill rolls and melee and brawling damage.

Sensors: The helmet is equipped with a sensor pod which provides a +1D bonus to search.

Flame Projectors: 5D damage, uses *armor weapons* skill, creates cone one meter wide, variable one to five meters long. One projector is mounted on each arm.

Dykara/45:3:9:58/Pii• There was always a rumor running around that the Empire let a certain amount of Malgon suits escape from the factory. It was also said that they were the ones who invented the modification to make the flame projec-



Illustration by Christina Wald

tor. Apparently, the "stolen" suits were part of an ISB field test of a new weapons system. After a handful of crooks got some suits of Malgon armor, they went on a rampage (after which the Empire "restored the peace" and reclaimed the suits).

Merr-Sonn Armored Spacesuit

The Superior is a simpler armored space suit than spacetrooper armor, but more than adequate to most boarder's needs. The suit has 25 hours of atmosphere, a heating unit, waste unit, and on-board food supplements, is self-patching, and includes a comlink, while providing decent protection against blaster fire. The suit includes a rocket pack.



Illustration by Storn Cook

Merr-Sonn Armored Spacesuit

Model: Merr-Sonn Weapons Superior Boarding Armor

Type: Armored space suit

Cost: 10,000 credits

Availability: 2, X

Game Notes:

Armor: Provides +2D versus energy, +1D versus physical damage; -1D from *Dexterity* and related skills. Holds 25 hours worth of atmosphere.

Rocket Pack: Suit includes a rocket pack; Space Move: 1, uses rocket pack operation.

Lowwel/42:9:5:67/Car• Merr-Sonn makes some real good boarding armor. Trust me, it's worth paying out the ten thousand creds and getting a decent suit rather than paying less and risking a blown seal. This space suit has everything—food, waste disposal, things you really need if you're EV for long periods of time. In my business, we're out of our ship often enough that the amenities or the Superior boarding armor make a tough job infinitely more bearable. I'd recommend this suit to anyone, whether they're a pirate or a dock loader.

Gunman/42:9:8:02/Elr• One interesting design feature of the Superior involves the rocket pack. If you run out of fuel, you can vent some atmosphere gasses into the engine's ignition chamber, allowing limited movement...at the expense of your air. Just be very careful: it is possible to over-vent into the rocket pack, which causes a pretty impressive explosion.

Nemesis Armor

The Nemesis was designed for use by corporate security forces during the Old Republic, and was commonly found in the militia of planets or sectors controlled by corporations. Most of the suits were destroyed in conflicts during the final years of the Old Republic. Nemesis armor has become popular with the few individuals with intact suits. Arms dealers believe that fewer than six of these suits remain operational. Most of these suits are in the hands of powerful bounty hunters or elite mercenaries, though a few hundred "knockoff" designs—of excellent quality—were constructed by an unknown outlaw tech several years ago.

Nemesis Armor

Model: Mili-Corp DZ 17X Nemesis

Type: Medium power armor

Skill: Powersuit operation

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: +3D to *Strength* for physical attacks, +2D for energy attacks; -2D to *Dexterity* and related skills. Covers head, torso, arms and legs.

Heaviness: Due to this suit's weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.

Strength: Servos in the armor provide a +1D *Strength* bonus for *lifting* skill rolls and melee and brawling damage.

Speed: Due to the bulk of the armor, the wearer's Speed is reduced to 7.

Sensors: Provides 180 degree vision, macrobinocular vision, mini-targeting computer. Provides +2D to *Perception* and *search* rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapon skill rolls against targets at medium and long ranges.

DEMP Gun: 3D ionization damage, uses *armor weapons* skill, ranges: 3-4/8/12, mounted on left forearm armor.

Light Repeating Blaster: 6D damage, uses *armor weapons* skill, ranges: 3-50/120/300, mounted on right forearm armor.

Body Glove: A climate-controlled body glove incorporates additional heating and cooling elements to allow comfortable operation in moderately hot and extremely cold climates.

Staven/39:2:3:83/Zel• The Nemesis was an awesome set of armor. It had powerful weaponry and good sensory equipment. Not only that, but it had a defense against droids, which I always thought every bounty hunter, smuggler and merc should have. I think all of the original Nemesis suits are now gone, but I've heard rumor that a new, similar suit is going to be produced by a band of ex-Imperial scientists out near Kal'Shebbol.

Nova-Tech Powersuit

A basic powersuit, the Nova-Tech design is popular everywhere: it has a good price for a solid set of armor and weapons to boot. Though marketed as "protection against asteroids," the blaster cannon is often used for illegal applications.

Nova-Tech Powersuit

Model: Nova-Tech Powersuit

Type: Space powersuit

Scale: Character

Skill: Powersuit operation

Cost: 1,000 credits

Availability: 2

Game Notes:

Armor: Suit provides +2D energy, +3D physical; maneuverability 1D, space 1.

Weapon: blaster cannon (fire control 1D, damage 5D).

Narseri/41:9:8:54/Pir• The basic blaster cannon on the power suit isn't all that great for combat applications. I upgraded my powersuit with a medium repeating blaster and augmented the basic suit with movement servos on the legs and arms (which make me a little quicker than the bulky suit would otherwise indicate). Just make sure that you make the power demands of your suit modifications fairly light; the internal circuitry is actually very delicate and placing too high a demand on the system may cause a burn-out.

Reflect Body Glove

A lightweight modification of a standard environmental body suit used to control body heat and cooling. Typically worn next to the skin, this wraparound synthetic covering is impregnated with a combination of reflective materials that help abate the blast effects of energy weapons. It is intended for use as a readily disposable system,

capable of absorbing a limited amount of damage before being discarded.

Reflect Body Glove

Model: Synchronics ENVC-370 Glove

Type: Protective energy displacement suit

Cost: 4,000

Availability: 3, X

Game Notes: This suit adds +1D to a character's *Strength* when resisting damage from blaster attacks as long as the person hit was at the weapon's medium or long range (blaster bolts disperse slightly over distance and the minor dispersal at medium and long range makes blaster bolts much easier for the suit to affect). The suit can absorb five blasts before being destroyed. If the wearer of the suit is wounded (or worse) as a result of an energy blaster, the suit is also destroyed.

Uulshanti/39:4:5:09/Car• I wouldn't rely on the ENVC-370 to withstand more than a couple of blaster shots. While factory specs claim it can take five hits, that is somewhat inaccurate. The -370 can take five hits *in different locations*. More than one hit to the center of the chest, for example, and you're as good as vaped.

Darry/41:9:3:48/Umg• A reflect body glove makes for excellent protection beneath additional armor. Should someone get lucky and punch a shot through your outer armor, you'll have a thin, lightweight layer of protection underneath.

Riot Shield

This is a one-meter-long shield made of layered metal and one-way-mirrored transparisteel. It has a small notch to fit the muzzle of a blaster. It has a simple handle with a stud to activate a fairly potent stun charge.

Riot Shield

Model: Drearian Defense Activv1 Riot Shield

Type: Riot shield

Scale: Character

Skill: Melee parry

Cost: 500 credits

Availability: 2, R

Difficulty: Easy

Damage: 4D (stun)

Game notes: If the character makes the skill roll, the user has used the shield to block incoming attacks on one facing. The shield has a *Strength* of 4D. If used as a melee weapon, it causes STR+2 damage as well as 4D stun damage. Using the firing notch adds one level to the difficulty of firing blasters, but the character is protected by the shield. The stun charge lasts for one hour of consecutive use.

Fotakex/39:8:9:34/Ett• This was a great line of defense for Corporate Authority and has undergone a resurgence in popularity as of late—the New Republic has adopted a modified version of the Drearian Defense riot shield. I once was a member of the Espos and I loved my riot shield. It was very lightweight, very convenient and you felt safe even when advancing against a mob of angry, armed citizens. The New Republic's law-enforcement troops will definitely appreciate these fine tools.

SeaScape Diving Suit

The diving suit is a flexible body-cover which provides an internal atmosphere. The air tanks contain enough air for six hours of continuous use, and the reinforced ribbing and plates allows dives to 200 meters. There is a comlink in the helmet with a range of two kilometers. Swimming rolls are not necessary as long as the diver is not engaged in activities other than swimming or attempting complex underwater movements.



Illustration by Jerry DeCrotie

SeaScape Diving Suit

Model: SeaScape Aquasuit (Hardshell model)

Type: heavy diving suit

Scale: Character

Skill: Swimming

Cost: 400

Availability: 1 in coastal areas, 2 elsewhere

Game Notes: The reinforced ribbing adds 2 pips to *Strength* code for damage purposes only. Only reduces *Dexterity* codes on land. The flippers and on-board propulsion unit add 2D to the user's *swimming* skill and allow an underwater Move rate of 12.

Vron/42:2:3:58/Tyn• A lot of people pass over this suit without a second thought. I mean, when are you going to use it? Trust me, someday, you will need a good dive suit. One of the best places to hide anything is in underwater—it fouls sensors and makes movement and combat difficult.

There are countless planets out there with oceans, seas and lakes. The best way to get one is to go to a couple of black market dealers at places where diving suits are rare...like a desert planet or in a city away from water—that's where you get the best prices. A guy on Tatooine actually paid me to take one off his hands.

Smasher Armor

This battle armor was originally designed for private security personnel, but has become a favorite of those hunters who are not afraid of getting up close and personal. The addition of numerous micro-servos has greatly boosted the wearer's potential to inflict serious physical injury.

Smasher Armor

Model: Modified Locris Syndicates Personal Protection Suit

Type: Personal battle armor

Cost: 1,250

Availability: 3

Game Notes:

Basic Suit: +1D physical and energy.

Servo Enhancers: +2D to *brawling*, *climbing/jumping*, *lifting*, and damage in *Strength*-related attacks.

Yideg/44:3:4:88/Ord• It's not just hunters who are getting a thrill wearing these Smasher. Some brawlers are making a lot of money in them. The brawler goes into his local cantina, and while he picks a fight, somebody—his partner, posing as an innocent bystander—lays down bets on his man. The brawler wins and they split the credits fifty-fifty. It's not a bad little operation, but you won't survive if the locals get a whiff of what's really going on.

Stalker Armor

This suit was designed by Salus Corporation on Rodia for specific use as bounty hunter armor. The suit has since gained much respect in the bounty hunter community because of its versatility. Two configurations are available—one tailored to comfortably fit Rodians and another designed to fit most generic humanoid body types.

Stalker Armor

Model: Salus Corp Stalker Armor

Type: Personal body armor

Cost: 8,000

Availability: 3, R

Game Notes:

Armor: Provides +2D to *Strength* for physical attacks, +2D for energy attacks. Covers head, torso, arms, and legs. -2D to *Dexterity* and related skills.

Heaviness: Due to the suit's weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.

Tangler Gun: 4D stun damage, uses *missile weapons* skill, ranges 5-10/30/60, mounted on right arm.

Duo-Flechette Rifle: 5D damage, uses *armor weapons* skill, ranges 3-10/30/60, mounted on right forearm armor.

Retractable Blade: STR+2D damage, concealed in right gauntlet.

Sensors: A sensor pod and targeting computer provides +1D to *search*, and +1D to weapons skill rolls.

Shosh'irid/39:3:9:48/Iss• The Rodians excel at crafting surprisingly good armor. Stalker armor has a nice mix of weapons, solid protection and durable construction. Its sensors add a unique advantage to the wearer leaving an opponent nowhere to run and difficulty in dodging blows. All in all, some fairly decent solid armor at a fair price.

Yohar/39:4:4:05/Cal• Actually the "humanoid" configuration isn't worth the extra cost the manufacturer tacks on—Rodians aren't much smaller or larger than standard humans and most near-humans.

Bodu/39:4:9:21/Ith• I don't know if I agree with that; anybody who purchases a Stalker should consider getting it as well-tailored as possible. Any shifting of the armor plating may throw some of the weapons out of alignment. (Imagine your tangler gun snaring *you* instead of your target. Not pretty.)

Sunder 9 Prototype Armor

Dr. Llalik worked on the Sunder 9 design for nearly a full year before he was contracted by the Empire to design the Zero-G spacetrooper armor, forcing him to put aside his personal project. The two Sunder 9 prototype suits are still incomplete and are stored at his home on Plavin 6, where they are guarded by his personal security detachment (led by one particularly vicious security droid). For now the untested armor remains idle in his securi-vault.

Sunder 9 Prototype Armor

Model: Llalik Designs Sunder 9 Armor Prototype (Incomplete)

Type: Multi-environment personal battlesuit

Skill: Powersuit operation: Sunder 9

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor: Provides a +3D to Strength for physical attacks, +2D for energy attacks, -1D+2 to *Dexterity* and related skills. Full cover.

Strength: Servos in the upper portion of the armor add +1D+2 to *Strength* for *lifting*, *brawling* and *melee* damage.

Blaster Cannon: Cannon on left arm (usually right, but Dr. Llalik is left-handed). 6D damage, uses *blaster skill*, ranges 10-50/100/500.

Flame Projector: 5D damage, uses *armor weapons skill*, projects up to three meters. Right arm.

Rocket Pack: Has a Move of 90 meters horizontally, 50 meters vertically. Uses *rocket pack operation skill*, base difficulty is Easy, modified by terrain conditions. Has 12 charges, can expend up to three per round.

Sensors: Provides 270-degree vision and macrobinocular vision. Gives wearer +1D to *Perception* rolls, +2D to *search*. Includes specialized sonar and infrared sensor packages for dark environment or aquatic depths where light is not available.

Aquatic Propulsion System: Increases *swimming skill* by +2D; gives wearer an underwater Move of 14.

Body Glove: A climate-controlled body glove provides heat-

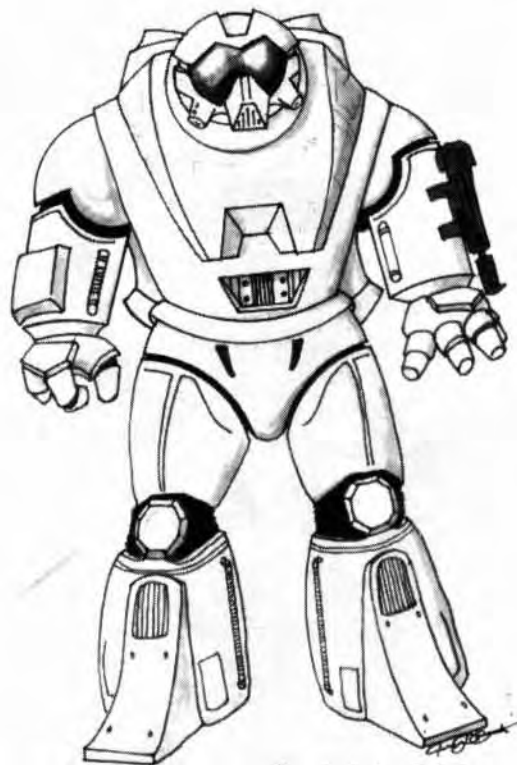


Illustration by Jerry DeCrotie

ing and cooling systems to allow operation in extreme environments.

Sealed Enviro-Filter: System prevents entry of foreign substances, can also be sealed completely when in hostile environments or during submersion. Has four hours of power and six hours of oxygen.

"Credman"/39:8:4:90/Csc• The Sunder 9 was probably one of the most sophisticated pieces of equipment I've ever seen. Throughout my career, I've worn many different types of armor, but I would definitely love to own just one of these. I'm not the only one either, I know of several smugglers and thieves who have made Plavin 6 their temporary home, searching for Dr. Llalik. So far, no one has seen anything out of the ordinary.

Ubese Raider Armor

Designed to maintain a Type II atmosphere for Ubese traveling away from their homeworld, these suits are all custom-tailored to individual specifications. The armor is ideally suited for modification and is constructed with such upgrades in mind.

Ubese Raider Armor

Model: Stock Ubese Raider Armor

Type: Battle armor

Cost: 1000

Availability: 3

Game Notes:

Basic Suit: Provides +2D to Strength for physical attacks, +1D for energy attacks. Covers torso and head only. No *Dexterity* penalties.

Sealed Enviro Filter: Filter system maintains Type II atmosphere within helmet, and filters out harmful molecules and odors.

Flash Guard Visor: Nullifies all stun damage from visual sources (for instance, flash canisters or grenades).



Illustration by Chris Trevas

Pyjam/42:9:3:24/Cri• Ubese armor's main advantage—aside from the technological edge it provides—is the design's fearsome appearance. Nothing scares a target so much as the sight of Raider armor. I modified my existing 611 powersuit heavily, including some extremely Ubese-like design elements.

Les0/42:9:5:98/Tra• The enviro filter is virtually impossible to replace if you want to modify Ubese armor to accept a Type I atmosphere. The enviro-filter is of nonstandard shape and size and modifying a Type I enviro-filter to mate with the armor reduces the reliability of the seal.

Vagabond Suit

The vagabond got its name from its long-range exploration capability. More than just a simple space suit, however, the vagabond incorporates the sensor capabilities of a full standard scanning unit with directional arrays mounted on the shoulders and chest, so the scout may perform manual tasks without hindrance.

These scanners can be set to record data on the suit's small on-board computer system, relayed directly to a nearby ship by the helmet's comm transfer programs, or given to the scout in a

continuous heads-up feature on the helmet visor. The scanners themselves are quite versatile, and can be configured to probe nearby radiation levels or conduct a complete mineral analysis. The suit also provides information vital to the scout, such as a full bio-scan readout and constant navigational fixes to keep the scout aware of his location at any given time.

Vagabond Suit

Model: Customized vagabond space suit

Type: Deep space powersuit

Scale: Character

Skill: Powersuit operation

Cost: 2,500 credits

Availability: 3

Game Notes: Add +2D to sensors and communications rolls while suit is used independent of a base ship. Add +1D if linked to base ship. The suit's armor provides +2D against physical attacks. Booster jets provide a top speed equivalent to Space 1 with a maneuverability of 1D. The on-board sensor array has the following specifications.

Passive: 3/0D

Scan: 6/0D

Search: 9/1D

Focus: 1/2D

Lowwel/40:3:4:89/Cad• Vagabond armor is usually sold at a fairly good price and, in my opinion, there should be at least one on each ship. This is a good space suit to have if you're scavenging a wreck and need to record what's in it before you send in a full crew. The navigational fixes help keep the wearer from getting lost...which is a common occurrence if you are attempting to salvage ships from battlezones left over from the Alliance-Empire conflict.



Illustration by David Deitrick

Wrokix Works Armored Spacesuit

Armored spacesuits are necessary for any actions that might involve combat beyond the confines of a starship interior. Spacetrooper armor is an extremely sophisticated example of this concept; most armored spacesuits are much simpler designs. Most have self-healing patch systems in the event of a puncture, multiple respiration systems, comlinks and armor plating.

Wrokix Works Armored Spacesuit

Model: Wrokix Works Deluxe Boarding Armor
Type: Armored spacesuit
Scale: Character
Cost: 8,500
Availability: 2
Game Notes: Body: space helmet and body armor +1D from all energy attacks, +2D from all physical attacks, -1D from *Dexterity* attribute and skills. Has life support for five hours and internal gyro stabilizers adding +1D to *Dexterity* for zero gravity situations.

Kris/45:4:1:06/Eri• Be careful with the internal gyros; they get knocked out of alignment fairly easily; you can override the safety mechanisms to compensate, but that takes time. If you are in a bad fight outside your ship, be ready for the Wrokix to lose its stabilizers after a couple of hits.

Armor Attachments

Antipersonnel Net Gun

This gun, often mounted on forearm armor, fires a single net that can snare a human-sized opponent. A single line keeps the net attached to the gun after firing. If the net successfully ensnares an opponent, the attacker can on following rounds release an electrical charge through the line, into the net and at the target causing the victim much pain. The net gun is a popular option for bounty hunters modifying their armor, although the electrical charge sometimes severely damages or kills captured prey.

Antipersonnel Net Gun

Model: Conner APNG3
Type: Restraining net gun
Skill: Missile weapons
Ammo: 1
Cost: 750 (replacement net costs 100 credits)
Availability: 2, R or X
Range: 3-10/19/25
Damage: 5D stun, 5D electrical
Game Notes: An opponent can work free of the net by making an opposed *Strength* roll greater than the stun damage of the net.

War'qi/39:2:1:36/Kot• I had some of the best bounty hunter armor money could buy. Both arms were just covered with toys that did everything but eat and talk. My personal favorite was my net gun: just point and shoot and you've got your man. What I really like about it was that if the target was acting up after the capture, you just let him zap

him with the unit's electric shock delivery system and he'd quiet down real fast. Sure, there was always a chance you'd fry the grubber, but a lot of contracts only insist the mark be alive; not happy.

Electric Field

The "Big Shock" is a webbed lacing applied to armor surfaces to generate an electrical field that does damage to those touching the wearer. Electrical damage can be delivered if the wearer touches an opponent (tackling or punching him and doing the electrical damage along with brawling damage), or if an opponent strikes the wearer in hand-to-hand or melee combat. The shock is enough to short out the power circuits in most vibro-weapons.

A smaller version of this weapon, known as the shock glove, consists of an armored gauntlet incorporating a power supply. The shock glove does only 1D electrical damage and costs 500 credits.

Electrical shock lacing must be used on powered armor suits, as normal battle armor cannot fulfill this weapon's power requirements unless fitted with unwieldy generators or power cells.

Since the shock lacing coats the outer surfaces of the armor, it rarely harms the wearer. However, if used in wet conditions, the shock lacing inflicts its damage on the wearer as well as the opponent. In any case, shock lacing applied to close to other powered armor systems like weapons and sensors often short circuits those systems, especially in wet conditions.

Electric Field

Model: Corellian Personal Defense "Big Shock"
Type: Electric shock lacing
Cost: 1,600
Availability: 3, X
Damage: 3D

Staven/42:2:5:57/Bal• This is one of those ideas that looked really good in theory. However, it backfires on the user often enough that I wouldn't recommend it unless you live on a very dry planet. The other problem it has is it reacts badly to other weapons on bounty hunter armor. I think its best use is for what it was originally intended for—self-defense for people who can't defend themselves.

Alydyr/42:4:8:21/Dat• Actually, while an electric field isn't a great armor attachment, it works in other areas quite well. I doctored up the defense module on my landspeeder with the electric-field gear and it gave a would-be thief a rude awakening.

Mini-Missile Launcher

This launcher fires missiles with incendiary warheads. The missiles have no guidance system and must be aimed directly at a target. SoroSuub's Fireball missile package is a similar version of the

Firestorm-1, but the mini-missiles have small guidance packages which lock onto targets acquired through a target sensor package in an armored suit's helmet. Additional mini-missiles cost 100 credits each.

Mini-Missile Launcher

Model: SoroSuub Firestorm-1
Type: Personal missile launcher
Skill: Missile weapons
Ammo: 3
Cost: 1,500
Availability: 3, R or X
Range: 3-40/120/400
Blast Radius: 0-2/8/12/20
Damage: 5D/4D/3D/2D

War'qi/40:8:3:56/Sel• In a way, I actually preferred the Firestorm to the Fireball. Sure it doesn't have a guidance package, but that makes it more of a challenge. I mean, the whole idea of being a bounty hunter is to hunt your target down. I don't think using a guidance system is actually fair. Of course, if you're just in it for the money, than the Fireball would be your weapon.

Lloco/40:9:1:91/Sul• Anybody with a price on his head didn't get it by playing by the rules, pal. A guided weapon—and the Fireball is a *superb* guided weapon—can clean out anybody lying in ambush quicker than hyperdrive and allow you to walk in and out with your target. Giving your mark a chance to fight back is asking for trouble.

Mini-Torpedo Launcher

This weapon fires a self-propelled underwater torpedo with an explosive charge that detonates on impact. The torpedo must be aimed at a specific target and will not adjust its course if the target moves. However, the torpedo's firing and guidance systems can be rigged to a sensor tracking package to acquire and follow a particular target with the proper tools and guidance system components.

Due to its size, this weapon can only be fitted to heavy power armor adapted for use in aquatic environments. Additional torpedoes cost 100 credits each.

Mini-Torpedo Launcher

Model: Mon Cal Defenses Mini-Torpedo Launcher
Type: Mini-torpedo launcher
Skill: Missile weapons
Ammo: 3
Cost: 1,250
Availability: 3, X
Range: 3-30/120/350
Damage: 6D

Ellylyn/40:2:9:10/Nar• This is one of those bounty hunter toys which has limited use on most planets. Of course, on planets where the terrain is mostly water, this weapon is the best thing to have on you. I should know, I once had a pretty large bounty on my head and had to disappear for a

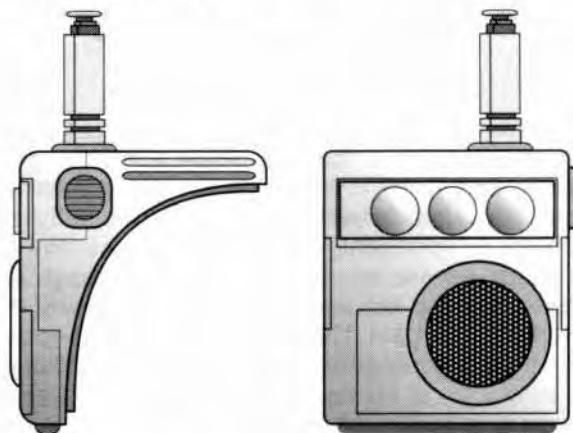
while. I set up a small underwater dwelling on Mon Calamari with some of my last credits. I stayed there for a while, but Rogis, a small-time bounty hunter with lots of money to back him, found me out. Almost wiped me out too; I didn't expect him to have one of those torpedo-launchers. Luckily, I got to my aqua-skimmer and left just before he blew up my safehouse. Good piece of weaponry, if you're on the giving end (but bloody intimidating if you're the target).

Motion Sensor Array

Typically added to a standard blast helmet, an external sensor array detects motion within the wearer's visual radius and transmits audial signals corresponding to speed and direction detected. Though range is limited, this early warning system can prepare a hunter against an otherwise unseen attack.

Motion Sensor Array

Model: Neuro-Saav MacroMotionMonitor
Type: Personal motion detector
Cost: 40
Availability: 3
Game Notes: Adds +1D to *search* rolls involving motion up to 50 meters away.



Regall/39:2:9:41/Rod• I equipped a small hovercam with a motion tracker. It slows the 'cam down, but not only does it record data and shoot it back to me, but it gives me advanced warning on an attacker's position. The only problem is that the hovercam has a real tough time staying *away* from the moving target, since they're attracted to activity. Still, this configuration can give me an edge in a tight spot (even if I do have to buy hovercams pretty frequently).

Wrist Lasers

These compact laser weapons are capable of inflicting serious damage at extremely close range. They are ideal for those tight spots when a conventional weapon is out of reach (when grappling

with an opponent, for example). These rechargeable, solar-powered gauntlets are a mark of distinction for every professional hunter. In extreme situations, a forced chamber overload can be used to blow away the opposition.

The Koromondia RLW-77 comes in two models: one for use as an armor attachment, and one designed for use by unarmored individuals. Typically the armor attachment is available through law-enforcement equipment dealers, while the "personal weapon" configuration is marketed to wealthy individuals who fear abduction.

Wrist Lasers

Model: Koromondain PDS, Inc. Model RLW-77

Type: Wrist laser gauntlets

Scale: Character

Skill: Blaster; wrist lasers

Ammo: 15

Cost: 2,000 (for armor-attachment design), 1,200 (for personal weapon design), 100 (power packs)

Availability: 2, F

Range: 0-2 (Moderate difficulty or opponent's *melee parry* or *brawling parry* roll)

Damage: 4D

Game Notes: Overload setting is non-reversible, takes 15 seconds to power up and results in 8D/5D/3D damage with blast radius of 1-2/4/6.

Darry/42:8:2:58/Umg• They've been touted as one of the most important pieces of equipment for the bounty hunter. I have to admit wrist lasers can be very useful in tight situations. However, I think that bounty hunters have less use for them than those in other trades. Very rarely as a bounty hunter did I ever get into a situation where I was grappling with someone. I feel that if I was that close and still fighting, I did something wrong earlier in the game. When I was not in my hunter's outfit, there was a higher risk of a brawl. Oh, I did get the wrist lasers, but not for the hunt.

Heldar/42:9:0:12/Pro• I recommend to many of my clients—typically wealthy nobles in the Procopia region—wear wrist lasers during periods where they travel. Most pat-down searches don't detect modern wrist lasers and this gives my clients a slight edge during an attempted abduction.

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ANTI

Conveyances

Combat Paraglider

Combat paragliders were originally developed for use by Rebel SpecForces. These unusual conveyances have been substantially modified from their civilian form in a number of ways. Sensor-baffling reflex body panels absorb many low-powered sensors, giving off only a slight return (in effect making the paraglider appear to be substantially smaller than it actually is). Careless sensor operators often mistake a combat paraglider for birds or other such innocuous avian creature.

In addition, combat paragliders have a number of mounting brackets for equipment storage, even of modestly heavy items. The repulsorlift package has also been augmented to help lift heavier equipment and improve the vehicle's stability and handling. In general, the paraglider can carry up to 80 kilograms of equipment in addition to the pilot.

The combat paraglider also possesses a pull-down display visor that is deployed directly in front of the pilot's face. This display gives easy access to night vision, terrain following and directional modules.

Finally, each paraglider is equipped with a low-powered transponder that allows the pilot to locate other similarly-equipped paragliders in the immediate vicinity (for operations in darkness or other low-visibility conditions).



Illustration by Storn A. Cook

Combat Paragliders

Model: Modified Nen-Carvon R-19 Paraglider

Type: Combat paraglider

Scale: Character

Length: 4.5 meters

Skill: Repulsorlift operation

Crew: 1

Altitude Range: Ground level–5,000 meters

Cost: 1,900 credits (black market only)

Availability: 2, X

Maneuverability: 3D

Move: 90; 260 kmh

Body Strength: 2D

Game Notes: Reflex body panels increase *sensor* checks to detect the glider by one difficulty level. Heads-up display has night-vision mode (allows sight with no penalty in a 45-degree arc in front of the pilot, up to a range of 50 meters), terrain-following mode (+1D to *sensors* checks to follow terrain), and a directional mode (which shows the glider's current position). A low-level transponder allows the pilot to identify other paragliders using the same frequency (allowing the pilot to remain in visual contact with other team members).

Gunman/40:4:0:09/Elr• The combat paraglider is an ideal device for inserting a team behind enemy lines covertly; it lets you stay in touch with your teammates and keeps you reasonably protected from detection.

Holla/40:8:2:31/Deb• While the combat paraglider is definitely good for covert missions, you are as good as vaped if your opponents figure out you're there: the combat 'glider offers virtually no protection against incoming fire.

HHS Thruster Pack

An enhanced version of a standard rocket pack, this thruster pack utilizes miniaturized repulsorlift stabilizers and special liquid fuel mixtures to provide longer flight times than other rocket packs. The pack has an optional hover mode.

HHS Thruster Pack

Model: Greshnohr DRPV-78 Rocket Pack

Type: Rocket pack

Skill: Rocket pack operation

Cost: 600

Availability: 2, R

Game Notes: Each operation burst permits horizontal flight up to 500 meters and vertical lift up to 300 meters. Has fuel for 12 bursts, but the pack must be cool for one round after each burst. The repulsorlift generator allows the pack to hover and has a Move of 15 (cannot be used in conjunction with the rocket blast). The repulsor unit can operate continuously for a maximum of 10 minutes; it must cool for twice as long as it was operating.

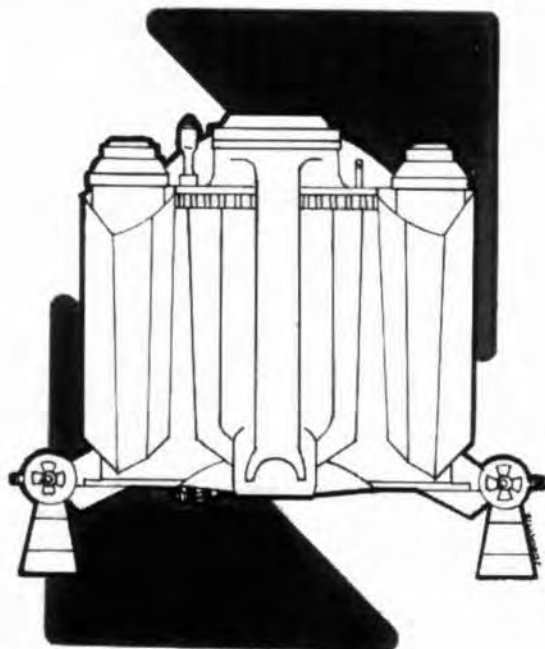


Illustration by Jerry DeCrotie

Staven/38:2:9:85/Kot• It took several years of searching before I found the rocket pack for me. The Greshnohr DRPV-78 is a powerful conveyance and has a great flight time. It took a while to get used to the aim and balance, but once I had control the pack was invaluable. Several times it got me out of a really tricky situation. No one seems to identify the repulsorlift generator, which allows me to hover out of sight above them—the last place they'd look.

Zim Systems Rocket Pack

Rocket packs are a rather exhilarating form of personal conveyance. Generally, rocket packs are bulky, heavy modules that the user straps to her back. These packs contain combustible chemical fuel that provides thrust. Because of this, rocket packs do not require outside air to generate thrust, allowing the devices to operate in space as well as inside an atmosphere. The main danger in using a rocket pack in combat is the chemical fuel cell; a stray shot can cause a rocket pack to explode.

Zim Systems Rocket Pack

Model: Zim Systems ROCKET

Type: Personal rocket pack

Skill: Rocket pack operation

Cost: 750

Availability: 2, 3

Game Notes: The ROCKET can carry 80 kilograms up to 40 meters vertically and 120 meters horizontally on a single charge. The pack has 10 charges.

Dr. Itlar/40:8:5:67/Cha• The ROCKET was the favored conveyance of the Old Republic Rocket-jumper Elite Advance Unit, a feared corps of commandos famed for their extravagant behavior and battlefield bravery. Rocket-jumpers typically treated their packs like swoopers treat their vehicles; ROCKETS that saw military service were often heavily modified to increase performance. Despite the dated construction, the majority of Zim Systems' units still function (though the fuel delivery system will have to be modified to accept modern propellants).

RELEASING

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Restraint Devices

Biodegradable Binders

Made from special high-strength polymers, these binders differ from standard models in their locking mechanism. Instead of a traditional lock, they have a one-way clasp that seals once linked. Once activated, the binders deteriorate in 36 hours. An application of a special harmless molecular solvent will degrade the binders sooner if necessary.

Biodegradable Binders

Model: TaggeCo. Biodegradable Binders

Type: Temporary binders

Cost: 75

Availability: 2, R

Game Notes: Once applied, a character must make an opposed *Strength* roll to break free (the binders have a *Strength* of 6D).

Ellylyn/41:6:4:98/Alz• These TaggeCo. biodegradable binders are worth their cost. The only time they are inconvenient is if you want someone in them for longer than 36 hours. Then you should use a more standard restraint device. But these binders are pretty strong and you don't have to worry about an escape artist picking the lock. 36 hours should be enough time to get a prisoner into the hold of your ship.

Force Cage

A portable adaptation of standard force field lockups employed by Imperial law-enforcement agencies. Using a collapsible exoskeleton frame of synthetic ceramics, a force cage is a construct two meters long by four meters wide by two meters tall; collapsible bi-state memory plastic plates form the floor of the cage. The cage can be assembled in about five minutes. Any acquisition placed in the cage is suitably confined—they may sit or stand on the floor, but anyone attempting to reach outside the cage is shocked. Also, anyone trying to cut through the floor of the cage is shocked by a layer of shock circuits within the floor plates. The force cage projects its force field between the frame bars and along the inside of the cage is shocked if they try to reach between the frame bars or touch the frame rails. The outside frame rails are insulated, so people may push the cage by pushing on the rails.

Force Cage

Model: Damorind Securities Model S-3

Type: Humanoid portable containment system

Skill: Security (to assemble)

Cost: 7,000

Availability: 3

Game Notes: An easy *security* roll is necessary to properly assemble the device; if not assembled properly, the shock system does not work. The shock system may be set for variable damage (1D-7D, stun or normal damage). Anyone confined within the cage must make an opposed roll against the cage's *Strength* of 7D to break out.

War'qi/42:3:1:47/Reu• I wasn't going to bother with anything like this; I figured I wouldn't need one. I just bound the bounty up good and tight and threw him in the cargo hold. Well, I found out that doesn't always work. For one thing, more than once I had to defend myself in my own ship when attacked by what I thought was a acquiescent mark. I also found out that many employers want the bounties returned healthy and well-cared for. More than once, an employer used the excuse of "poor treatment" to give me less than the maximum bounty. Well, I got one of these force cages and set it up in my cargo hold. I've never had a problem since.

Shollo/42:4:4:12/Lli• Just make sure you leave the prisoner empty-handed. I gave a captive a datapad with some fiction on it to keep him occupied and quiet during his flight "home." Instead, he uses the circuitry in the 'pad to bypass the shockers in the cage floor for a few seconds—long enough to cut his way free with the dinner utensils I left him. Tranq 'em and leave 'em with nothing, that's my motto.

Magnacuffs

Magnacuffs employ micro-magnetic fields to lock their restraining bands in place. The use of a fingerprint identification system eliminates the need for keys and guards against unauthorized duplication.

Magnacuffs

Model: Loris Syndicated Securities MCI-100

Type: Personal restraint device

Cost: 75

Availability: 2, F

Game Notes: Magnacuffs have a *Strength* of 6D+2 to hold individuals.

Gant/40:2:0:31/Mnt• I heard a rumor that if you can work a non-ferrous material between the magnacuff locking pincers, you can break the connection and get out of the cuffs.

Lloco/40:2:7:44/Par• Not likely, pal. The strength of the magnetic seal on the cuffs is pretty intense. Anything small enough to avoid detection by the guys locking you up is probably *too* small to interfere with the seal. If somebody locks you up with magnacuffs, count on a long incarceration.

Magnaharness

A full-sized application of magnacuff technology, used to more fully restrain a target. Rather than simply confining a target's hands, the magnaharness attaches at the neck and torso, with optional clips for arms, legs, upper and lower legs and feet. This greatly restricts movement and allows hunters to relax guard duty around prisoners.

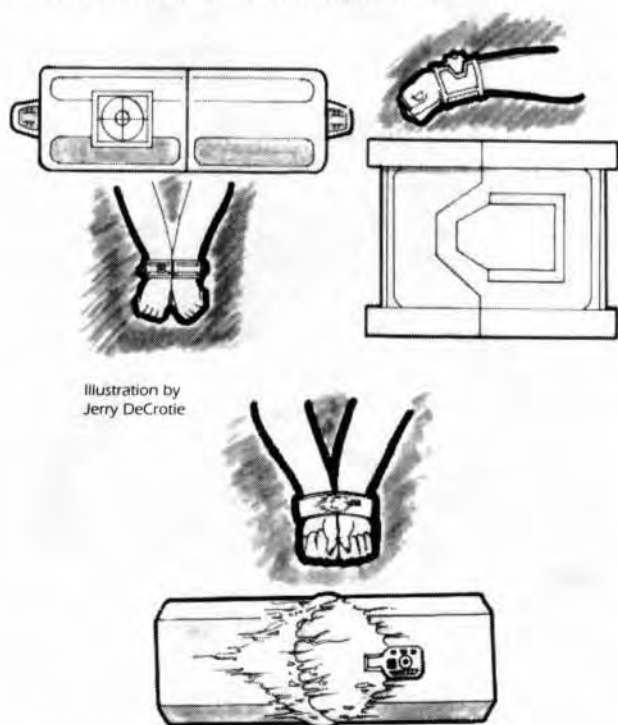


Illustration by
Jerry DeCrotie

Magnacuffs (top left), biodegradable binders (top right), stun cuffs (center) and force cages (bottom) are common restraint devices.

Magnaharness

Model: Loris Syndicated Securities MCI-200

Type: Personal full-sized restraint device

Cost: 200

Availability: 2, F

Game Notes: Magnaharnesses have a *Strength* of 8D to hold individuals.

Lloco/40:3:2:09/Par• Be sure you don't let your guard relax *too* much. A friend of mine had a prisoner escape because he wasn't keeping a close

eye on the grubber; he figured the magnaharness would hold him, so why waste the effort? Apparently his prisoner had a small comlink hidden on him, and he summoned help—all because my pal got lazy.

Man Trap

The man trap is a miniaturized reversed repulsorlift field. A small flat one-meter-square piece of metal is normally hidden; it is powered by a small repulsorlift generator, with a cord 10 meters long (additional length cords can be purchased). The man trap also has a remote activator. Once activated, the man trap creates a high intensity gravity field (repulsorlift repels against local gravity; this reversed field greatly intensifies the gravity). The resulting gravity field is so strong that a target stepping on or over the field is pulled to the plate, immobilized. Movement, let alone escape, is virtually impossible. Once the intended target is so immobilized, the acquisition can be quickly tranquilized and secured.

Man Trap

Model: Ubrikkian R-TechApp Man Trap

Type: Localized gravity enhancer

Cost: 8,000

Availability: 3, F

Game Notes: The person setting the man trap should make a *hide* roll to see how well the device is hidden; any potential target making a successful *Perception* roll will notice the trap. Anyone caught by the trap must make an opposed *Strength* roll—the man trap's gravity setting is variable, simulated by allowing the hunter to choose a *Strength* anywhere between 5D and 15D.

Gunman/44:2:4:09/Elr• The practical applications of this device are enormous. Not only is it an effective restraint and capture device, but I've seen it work as a military defensive measure as well. We were dug in, holding off an attack by some Imperial Army grunts on Goshu IV, and we set up a defensive perimeter of these things (we had dozens after a raid on an Imperial weapons dump). The Imps began tossing grenades...which were promptly slammed to the ground by the traps, detonating prematurely. It gave us a few spare seconds to rally and push them back.

Restraint Capsule

An upgraded, shipboard version of a portable force cage, RPC-12 restraint capsules use multiple layers of low-level force fields with power regulators for an effective restraint system, but with minimal power requirements, reducing the drain on a ship's power systems.

Restraint Capsule

Model: Damorind Securities RPC-12

Type: Shipboard containment system

Skill: Security

Cost: 10,700

Availability: 3, F

Game Notes: The shock system may be set for variable damage (1D–7D, stun or normal damage). Anyone confined

within the cage must make an opposed roll against the cage's *Strength* of 7D to break out.

Faloww/39:5:7:23/Gar• It is possible to short out enough of the power regulators to make the shock system fail. By constantly slamming objects—a dinner tray, a boot, and so on—into the force fields increases the power demand to the capsule's systems. Eventually, it has to draw more than the regulators can take and *bang!* Down comes the force fields.

Slave Collars (and Director Unit)

Director units and slave collars enable a small number of slavers to maintain control over a large number of prisoners. The slave collar is a metal circlet (adjustable for size) which fits around the neck, arm or other extremity. The "necklace" contains micro-circuitry and couplings for power cables (to link multiple units). The director unit broadcasts commands and directs high-voltage electricity shocks to the victims, causing great pain. Some units also feature a kill feature in case of escape attempts. These devices—once endorsed by the Empire for "licensed slavers"—are now seen only rarely, and only among illegal slaving operations.

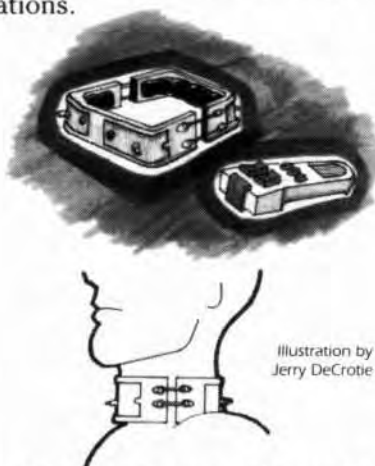


Illustration by
Jerry DeCrotie

Slave Collars (and Director Unit)

Model: Custom-made Slave Collars with Director Unit

Type: Slave collars

Scale: Character

Cost: 10,000 (for one director unit and 10 slave collars)

Availability: 3, R, X

Damage: 2D–5D physical damage depending on setting, "kill" setting: 8D damage.

Gunman/43:4:9:65/Elr• I spent some time on a "necklace" after Imperial slavers (who were seizing Wookiees near Yitabo) captured me. My unit had been stalking the slavers, looking for a good way to take 'em down and free the Wookiees; I strayed too close on a recon run and was captured. There is no way to describe the agony a slave collar can inflict. What the Wookiees did to the slavers, on the other hand, must have made the collar seem like a pleasant holiday.

Slaver Snare Gun

A favorite of slaver strike teams throughout the galaxy, the snare gun is a passive restraint weapon capable of rendering a targeted victim immobile in a matter of seconds. This shoulder-mounted, tube-launched device emits a cone of chemically treated wire filaments. On striking an object, these filaments coil themselves tightly around the intended target. Once exposed to the open atmosphere, these filaments immediately begin to expand and contract. The result is a rapid constriction of movement. In a matter of seconds, the filaments fuse into a hard shell, effectively incapacitating the victim within.



Illustration by Mike Vilardi

Slaver Snare Gun

Model: Thalassian Corodex Snare

Type: Ranged personal restraint weapon

Scale: Character

Skill: Missile weapons: Thalassian snare gun

Ammo: 6

Cost: 1,200 (black market)

Availability: 3, F or X

Range: 5–10/25/50

Damage: 2D stun damage

Game Notes: Upon initial contact, the targeted individual must make an opposed *Strength* roll to avoid entanglement; the snare has a beginning *Strength* of 3D. Failure to do so results in entanglement. The snare's *Strength* increases by +1D for each additional round as the filaments continue to constrict and harden. The filaments cause no physical damage. A special formulated dissolving agent degrades the filaments.

Trenton/41:5:30/Kua • I once was in a situation where someone used a snare gun on me. It was like being attacked by a barrel of Ossithoran noodles. I started to move to escape the mess when it wrapped around me, closing in tighter and tighter. Soon enough, I was on the ground, not even able to twitch I was wrapped so tight. I *never* want to see one of those snare guns again.

Yiggothal/41:6:1:83/Edr • A snare gun is perfect for taking out an unsuspecting target. But if you are facing a well-prepared opponent, it isn't much of an advantage. I saw a Rebel agent slice his hand free from a snare with a vibroknife and vape the slaver in the space of a heartbeat; apparently the Rebel—some guy named Shelvay—was familiar with this particular slaver and prepared himself for the confrontation. Got the grubber dead-bang, too.

Stokhli Spray Sticks

Stokhli spray sticks are effective long-range stun weapons developed by the Stokhli people of the planet Manress. The weapons work by shooting a spraynet mist up to two hundred meters. The spraynets are charged with enough shockstun juice to take down a good-sized gundark (no offense) or other large game animal. The sticks come equipped with a thumb trigger and spray nozzle. The controls are simple, providing the spray profile, pressure levels and triggering pin.

When fired, a fine spray mist shoots from the nozzle. The mist appears as semisolid tendrils of thin, translucent material. When exposed to air, the spray hardens around its target. The spraynet delivers a huge stun and wraps the target in confining tendrils, completely immobilizing the creature or person.

Used mostly by big-game hunters on more primitive planets, stokhli spray sticks can be effective capture weapons.

Stokhli Spray Sticks

Model: Stokhli Spray Stick
Type: Non-lethal restraint
Scale: Character
Skill: Blaster: Stokhli spray stick
Ammo: 10 charges (1 charge can generate up to 500 meters of spraynet)
Cost: 14,000
Availability: R
Range: 50/100/200
Damage: 6D stun damage. Entangled characters must make opposed *Strength* roll to break free (6D *Strength*).

Dresdin/39:2:2:21/Bim • This is probably one of the most effective non-lethal weapons out on the black market, but it is simply not worth the price unless you are chasing a high bounty. You usually see it in the hands of animal smugglers, who have to take their acquisitions to private collectors who want their prizes undamaged.

Stun Cuffs

Stun cuffs are standard wrist binders which are powered to send paralyzing jolts of electricity directly into the nervous system of the bound prisoner, proportional in strength to the amount of struggle the prisoner exerts. They are in common use in many prison facilities, as well as police organizations around the galaxy.

Stun Cuffs

Model: BlasTech AR-101 Stun Cuffs

Type: Stun binders

Cost: 100

Availability: 2, F

Game Notes: The stun cuffs are passive if the cuffed character does not struggle. If the character does struggle, the cuffs do stun damage equal to the character's *Strength*.

Rinfro/39:5:1:17/Umg • Stun cuffs are the bane of lawbreakers everywhere. I was locked into a pair of these blasted things once and the pain was excruciating.

Tyo/39:7:3:21/Elr • I always wear small braces of nonconductive material. By using a thin material—synthskin lined with duraplas, for example—stun cuffs can't administer a shock. It may not keep you out of the cuffs, but it will allow you to remain conscious.

Tangler Gun

The tangler gun fires a triple strand of durawire weighted at each of the three ends. The spinning wires ensnare opponents, preventing them from fleeing or attacking. This weapon is available as a short, wide-barreled sidearm with a folding stock and retractable sight for those who want to use the tangler without having to mount it on armor.

An extra clip of five tangler packages costs 25 credits.

Tangler Gun

Model: Salus Tangler Elite 1 Tangler Gun

Type: Tangler gun

Skill: Missile weapons

Ammo: 5

Cost: 900 credits; 25 credits per extra clip for tangler package

Availability: 3

Range: 5–10/30/60

Damage: 2D (caused by the impact of the weighted ends of the durawire), 4D stun damage (caused by durawire tangler package)

Game Notes: An opponent can work free of the tangler by making an opposed *Strength* roll greater than the stun damage of the tangler.

War'qi/43:1:9:45/Atz • I don't like the Tangler as much as I like other restraint weapons simply because too many things can go wrong. The lines can tangle, the mark can throw something in its path (or just get out of the net before you can get to him). It is a nice concept and has its merits, but works best if you have the element of surprise.

Universal Energy Cage

During the Great Purge of the Jedi Knights, transporting the Jedi to the Imperial dungeons was a dangerous, nearly impossible feat. To fix this situation, a Junior Engineer named Umak Leth created the Universal Energy Cage. The cage is a floating confinement sphere, three meters in diameter, filled with elaborate coils of superconductors overlapping in a complex pattern. Once energized, the whole sphere is wrapped in a force field, similar to the ones used to contain ionized plasmas in reactors; the force field seals the cage's occupant inside.

The unit moves by use of a repulsorlift unit and it suspends the prisoner within the cage with a secondary repulsorlift unit. The more a prisoner attempts to break out, the more feedback he receives. The sphere is entirely self-contained and floats through the air so no one can sabotage it. The only way to unlock the cage is through a specially coded radio signal held only by the Sovereign Protectors.

It is currently unknown what the specific limitations of the energy cage are, how strong a prisoner it can hold, how long can it hold him or if any sort of energy dampener could break through

Universal Energy Cage

Model: Imperial Universal Energy Cage

Type: Enclosed prisoner transfer system

Scale: Character

Cost: 100,000 credits

Availability: X (restricted to legal governments)

Move: 15; 45 kmh

Game Notes: Energy cage encloses prisoner in a force field with a *Strength* of up to 15D (unit only applies as much energy as necessary to restrain prisoner, so the energy level is often much lower when not being resisted). Somehow, the cage emanates a special type of energy that blocks Force energies and similar mental energies with an effec-



tiveness of up to 15D. The unit has a special repulsor unit keeping the prisoner suspended in the center of the cage. This bottom-mounted unit also supplies oxygen to the prisoner (there are no provisions for food and water; it is presumed that a Jedi will go into hibernation if he or she spends a long time in the cage).

Jjerrol/40:4:2:55/Tat• If somebody traps you with a Universal Energy Cage, you can forget about escape. And if somebody is using this kind of restraint on you, you can probably forget about *breathing* for much longer....

NEW

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Tools and Miscellaneous Equipment

Fibra-rope

Fibra-rope is synthetic rope manufactured in small, thin spools. The rope is fairly durable, consisting of three large fibrous "cables" that are tightly woven together. These filaments are usually between six and eight centimeters in diameter. While fibra-rope is bulky, it is capable of supporting up to 750 kilograms of weight.

Fibra-rope

Type: Standard fibra-rope

Cost: 10 per 25 meters

Availability: 1

Game Notes: Can resist up to 750 kilograms of force before breaking.

Organic Gill

Mon Calamari, who frequently remain underwater for extended periods of time, have long made use of a synthetically produced method of breathing underwater. Rather than using mechanical devices, a gelatinous, symbiotic "blob" is employed. When placed over a diver's breathing apertures, the blob serves as an organic gill of sorts, filtering oxygen from the sea.

Organic gills can last several weeks underwater before they begin to die. Small microphones and earphones may be inserted in the gooey blob, making communication possible, if a bit muffled. Mon Calamari organic gills can be worn by most other species which breathe the same atmospheric mixtures that Mon Calamari do (except for Sullustans, who have an allergic reaction to the blobs).

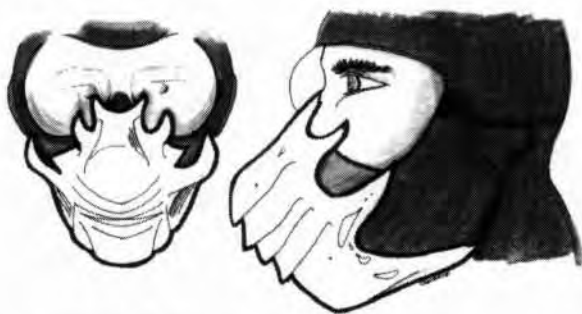


Illustration by Jerry DeCrotie

Organic Gill

Model: Mon Calamari Organic Gill

Type: Synthetic organic gill

Cost: 200 credits

Availability: 3

Game Notes: While wearing an organic gill, a diver may breathe in underwater environments.

Br'ng/40:3:09:2/Sul• Not every Sullustan seems to suffer an allergic reaction to the gill; I sliced a New Republic medical study that indicated that one in six Sullustans can wear the gill.

Shipsuit

The A/KT shipsuit is a multi-pocketed coverall. The many pockets are useful for toting tools and equipment. The tough synthweave fabric lasts for years of regular use and is fireproof and electrically nonconductive (the suit is not a barrier to heat, though; wearers have been killed by a fire's raw heat). A fitted shipsuit functions as a vacsuit or space suit internal body sleeve, allowing for a fast change into EVA gear.

Shipsuit

Model: Ayelic/Krongbing Textiles Shipsuit

Type: General purpose shipsuit

Cost: 200 credits

Availability: 1

Spacer's chest

A spacer's chest is perhaps the only thing a career spacer can rely on. Most spacers are tramp workers, moving from berth to berth dozens of times in a career. They tend to travel light, because lots of personal goods slow you down, and because there's so little space aboard ship for personal gear. Most spacers tote their few belongings in a hardy piece of luggage, called a spacer's chest, which carries their spare clothes, data discs, small tools, datapad, food concentrates and snacks, spare blaster and blaster packs, and perhaps a few mementos and oddities from their travels.

Spacer's chest

Model: SoroSuub's Wanderer Space Chest

Type: Spacer's chest

Cost: 200 credits

Availability: 1

Game Notes: A rectangular, 1 meter long chest, with handles on each face. It can be locked with an electronic combo-lock (Moderate to pick), sealed against vacuum, and is quite durable: 6D *Strength*.

Rytar/39:4:6:77/Khu• Items like a spacer's chest or a good shipsuit are often overlooked by fringe operators; they're too busy buying the biggest gun or the sharpest melee weapon to bother with "trivialities" like clothing and storage gear. Personally, I like a shipsuit with a lot of pockets for gear, and a chest to store my bulkier belongings. That way, I always know where my tools and weapons are, so I can get to them quickly.

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Survival Equipment

Animal Excluder

Normally, a scout's job is to blend in with nature and avoid causing too much of a stir, and almost any scout worth the title goes to great length to avoid harming local wildlife. However, there are times when a native creature takes an unhealthy interest in a scout, and it was for these times that the excluder was designed. When activated, this hand-sized sonic device generates waves of high frequency sound—in audible to humans and many aliens—that ward off most creatures before they become a threat.

The excluder's frequency may be adjusted manually to discourage creatures that are immune to the effects of the excluder's default settings. However, some creatures—especially tenacious predators—can become enraged by certain sounds generated by the excluder. (This can occur immediately or after prolonged exposure, depending on the creature.) As some sentient species with a delicate sense of hearing (such as Wookiees) may be disturbed by the noise, headsets can be purchased that generate a frequency to cancel out the excluder's aggravating sounds.

Animal Excluder

Model: Merr-Sonn Excluder

Type: Animal excluder

Scale: Character

Cost: 350

Availability: 2, F or R

Game Notes: The excluder has three power settings—low power (2D), normal power (4D), and high power (6D). Each setting forms a protective "sphere" with a diameter of 10 meters, 20 meters and 40 meters, respectively. Every round that a creature possessing senses in the affected range attempts to approach, it must make a *willpower* or *Strength* roll (whichever is higher) against the excluder's power setting to remain within the device's range. Failure means the creature retreats as far as it can until it is out of range; success means it can advance but suffers -2D to all actions due to irritation and distraction. Attempting to corner a creature, however, is not a wise move, as full flight-or-fight instincts remain in affected creatures.

Homack/45:2:3:47/Bst• We only had to use an excluder once, but boy, were we sure glad we brought on with us. We had gotten stuck on Hethar, checking out a small Imperial contingent there. After dark, we settled down to sleep. Well, there

was four of use on duty, each of us with an excluder for emergencies. I heard a fluttering sound and a screech, and a pack of shredder bats attacked us. We had to be quiet...a blaster shot would have given us away to the Imps. Almost in unison, we turned on those excluders. Shredder bats literally fell out of the sky as their senses got scrambled. We disposed of them before anyone else woke up. They were really impressed with breakfast—said it was the best meal they ever had.

Anti-Insect Canister

The anti-insect canister is a sealed container filled with a unique microorganism discovered in the dense southern jungles of the planet Barkhesh. Highly specialized, these organisms are airborne and infest any local insect life in the area, congregating inside the insect's body and digesting the luckless creature from within. Fortunately, these little creature show no interest in snacking on higher forms of life and have a relatively short lifespan once released from their container, thus preventing potential ecological disasters that might result from their diet. The microorganisms also cannot reproduce outside their jungle environment on Barkhesh—once they've eliminated the local insect population, they die off.

The contents of the canister may be sprayed onto uniforms, some equipment or shelters which have become insect-infested, or it may be sprayed into the air surrounding the scout's base camp or work area. The effects of an anti-insect canister generally last from one to five days, depending on whether or not the microorganisms were sprayed directly onto a surface (effective but short-lasting) or sprayed into the atmosphere. The microorganisms die quickly as they scatter—releasing the canister's contents in a windy environment is a futile gesture.

Sentient insect aliens subjected to the microorganisms experience an odd irritation beneath their carapaces, but are in no danger of dying. Such aliens are often quite disturbed if they learn of the canister's true nature.

These canisters are often available only on Barkhesh, where the microorganisms thrive in the humid jungle atmosphere. The canisters are also specially designed to provide the microorganisms with a minimal food source to sustain life—the microorganisms can live up to one month inside the canister's environment before dying and becoming useless.

Anti-Insect Canister

Model: Barkhesh Insect Culture

Type: Insecticide

Cost: 275

Availability: 3

Game Notes: A canister's contents can coat three full-sized humans or protect the atmosphere within a small ship or within several meters of a small camp. The canister is effective up to one month from purchase, when the microorganisms inside eventually die out.

Ulmac/41:5:8:48/Gar• Some environmentalists on Rodia have been clogging the HoloNet about this little gadget—they say it may wipe out a rare insect lifeform or something. Personally, I hate bugs; the less of them there are out there, the happier I'll be. I've seen bugs eat some of my pals alive...literally. When it comes down to a choice between me or the insects....

Key'lya/41:7:3:21/Kot• A Bothan company is developing similar anti-insect canisters for commercial sale. Personally, I've found such canisters useful for spraying stun gas or other paralyzing agent. Swapping the "bug juice" out for a more practical compound isn't very difficult.

Automap

The Automap is roughly the size of a large datapad, dominated by a backlit display. The device allows the user to keep track of movement on the ground, as well as allowing the user to flag certain areas as trouble spots or hazards. The screen is hinged, so it can fold up at an angle to allow easier readability, and the readout's brightness is adjustable, so it can be read without attracting unwanted attention at night. The upper left corner of the screen features a navigational bearing indicator that shows the direction and speed the user is traveling.



Automap

Model: SoroSuub "Tracker" GPS Module

Type: Global positioning system

Scale: Character

Skill: Computer programming/repair

Cost: 2,000 credits

Availability: 2

Game Notes: It is virtually impossible for a character using an Automap to get lost. As long as the device is linked to an orbiting source of data (such as a ship's sensors or weather satellite) the device relays accurate data regarding the user's location, local weather conditions, other moving objections and navigational hazards. The link requires a *Moderate computer programming/repair* roll once per hour to maintain. Failure indicates that the link has been terminated and the device will extrapolate the character's position with marginal accuracy. (Unlinked automaps produce faulty position data on anything less than a *Difficult computer programming/repair* roll.)

Hoska/39:3:1:11/Nal• A slicer friend of mine came up with the sneakiest application for an automap that I've ever seen. He was helping a merc unit take out a slaver who had made planetfall for a drop off. The slaver patched his automap into the scanners of his orbiting ship...and my slicer pal sliced into the computer link. He guided the slaver into an ambush by simply sending bogus GPS data to the automap...and slaver-boy didn't have a clue.

Drell/39:4:0:21/Par• Kind of serves the slaver right. Personally, I never trust open computer links like that. A secure link—like weather satellite or other government-monitored hook-up—is modestly tamper-proof, but opening a gate into your ship's computer systems is asking for trouble.

Dehydrated Food Pack

Dehydrated food packs are moistureless nutritional supplements that can be stored indefinitely while occupying minimal space (a major concern on most space-faring vessels). Unfortunately, these food packs—while providing sustenance—leave much to be desired in flavor. Spacers often pack provisions of "real" food (perishable foodstuffs) to augment a vessel's rations. Ordering a disobedient crewman to subsist on these "dry packs" is a common form of punishment in the military.

Dehydrated Food Pack

Type: Standard dehydrated food pack

Cost: 2

Availability: 1

Game Notes: Each dehydrated food pack contains enough nourishment for a human for one meal (does not include liquids).

Yyintar/41:3:2:66/Els• When I was working as a galley assistant on *The Prishellan Dawn*—a privateer operating in the Outer Rim—the captain managed to snag an old crate of foodstuffs: dehydrated food packs. Of course, the captain didn't listen when I told him that the packs were Old Republic vintage and were likely spoiled. To my surprise, as long as the seals on the packs re-

mained unbroken, the food inside was still edible. (It tasted like unwashed tauntaun feet, but it was edible.)

Gyro-Grapppler

The gyro-grapppler was originally designed for use in the Republic military, acting as an aid to scaling walls or sheer inclines, such as mountains or cliff-faces. The gyro-grapppler is essentially a large grappling hook that is equipped with powerful micro-thrusters that propel the hook (and any rope attached to it) forward. This thruster package is extremely quiet and allows throws up to 120 meters.

Gyro-Grapppler

Type: Standard gyro-grapppler

Cost: 15

Availability: 1

Game Notes: The gyro-grapppler has built-in microthrusters that activate upon throwing, propelling the device forward in the intended direction. All *climbing* skills rolls have a bonus of +1D for characters employing a gyro-grapppler in their ascent.

Slagg/40:1:9:44/Kot• The gyro-grapppler is still a good way to quietly cast a line where you need it to go. They are extremely dated—most military forces stopped using them decades ago—but they can still be found in surplus dumps in the Outer Rim Territories.

Line Master TLG

The Line Master TLG is a portable, one-shot grappling device. The unit is a hollow cylinder 40 centimeters long and 10 centimeters in diameter; it resembles a lightsaber hilt.

The unit features a pop-up targeting sight, a retractable hand grip with braking controls (allowing controlled descents), 100 meters of ultra-light micro-woven synthecord, a small motorized winch system, and a hook for a harness cable.

The grapple head is flat, flexible disk coated with a strong bonding agent. Upon launch and impact, the grapple head instantly bonds, creating a strong seal in less than two seconds. The Line Master can be anchored to another object via a similar disk, which has a 10-meter cord.

Pressing a stud causes the winch to take up any slack. The line can support up to 200 kilograms. While the hand grip is often used to freeslide down the line, the motorized winch can pull a full load up the line at a speed of 25 meters per minute.

Line Master TLG

Model: Line Master Tube-Launched Grapple (TLG)

Type: Grappling device

Scale: Character

Skill: Missile weapons

Cost: 800

Availability: 2, R

Game Notes: An easy *missile weapons* roll is required to fire the grapple on target. When the handgrip is used to freeslide down the line, the motorized winch can pull a full load up the line with a move of 2.

Hoska/39:5:9:21/Cor• I ran across some pirates near Borleias that had an interesting countermeasure to the TLG. They had coated the walls of their fortress with a resin secreted by some local wildlife. The resin is extremely slick, and the bonding agent that the TLG employs has a rough time adhering to it.

Luma Flares

Luma flares are a rocket-propelled flare. When the flares detonate, they spread a luminous compound over a wide blast area, completely illuminating the area (effectively turning dark areas to the equivalent of full daylight). A luma flare is practical for illuminating target points for blaster artillery, as well as for attracting the attention of rescue ships (luma flares are often used by downed pilots).

The luma flare is a self-contained unit. The operator merely sets a detonation point compared to current relative position: a specific horizontal and vertical distance. When the flare is activated, the rocket propels the flare to the detonation point.

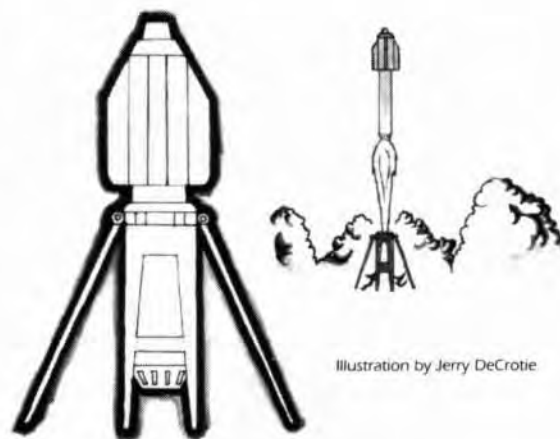


Illustration by Jerry DeCrotie

Luma Flares

Model: Salamini Chemical Munitions Model-3287

Type: Aerial illumination system

Cost: 100

Availability: 2

Game Notes: Maximum range for the luma flare is five kilometers vertical and 10 kilometers horizontal. The illumination lasts for three minutes, and an area 300 meters in diameter is affected. While not designed as a weapon, luma flares will cause 4D burn damage to anyone within 20 meters of the detonation point. Anyone within 50 meters of the detonation point and who is looking directly at the detonation point must make a Difficult *Perception* total or be blinded for eight minutes.

Tyrol/45:2:2:20/Dev• A luma flare at close quarters is a great way to incapacitate a large group of armored opponents without hurting them. Just be prepared for the unexpected when you move in: a

good set of sun-protection goggles will dull a luma flare's effects significantly.

Med-aid

Med-aids are small medical kits that provide rudimentary first aid gear for dealing with burns, cuts or contusions. More expensive kits also contain anti-venom supplements and pain-killers.

Med-aid

Model: Jassim Design QuickMed

Type: Emergency medical kit

Cost: 250

Availability: 1

Game Notes: Med-aids convey a +1D bonus to any one *first aid* skill roll. Each med-aid may be used only once.

Farrann/43:5:1:22/Nar• A number of these ancient medical kits can still be found in the Outer Rim region. Be very careful using any of the anti-venom or pain-killers, though: some of these kits are hundreds of years old and the medicine has lost its potency and may even be toxic.

Hhintha/43:5:3:12/Bon• The anti-venom actually becomes toxic after it has been sealed for too long. I wouldn't use any of the medicines at all, though collectors will pay handsomely for military-issue med-aids.

Medkit

The medkit is like 10 medpacs crammed in one box, with some additions for field surgery. Although it is better than just the standard medpac, it is bulky and cannot be carried around as easily.



Illustration by Storn Cook

The durable, fiber box is 30 cm high, 45 cm long and 15 cm wide. It weighs four kilograms and has a shoulder strap for carrying.

Medkit

Model: BioTech Medkit

Type: Enhanced first aid and care system

Skill: First aid, medicine

Cost: 1,200, 2,200 (black market) 1000 to reload medpacs

Availability: 2

Game Notes: A medkit functions as a medpac that can be used up to 10 times. The diagnostics instruments in the kit can also be used to diagnose diseases afflicting a patient, to assess health, and for other basic medical uses on an Easy *first aid* roll. The kit also allows a character with the *medicine* advanced skill to perform field surgery (which exhausts the kit's medpacs).

Dhar/43:7:9:35/Els• A medkit is a must if you are looking for survival equipment. While it is bulkier than a medpac, it is much better for treating field injuries. A good medkit can improve your chances of survival immeasurably.

Scout's Survival Pack

A hodgepodge of surveying gear, rations and field equipment, these packs are nevertheless carried faithfully by scouts throughout the galaxy. They are highly recommended for scouts of all kinds, especially beginners and those exploring systems never visited before. Like their owners, most of these packs are unique and have accumulated all sorts of gear over the years.

Despite personal variations, the most common items carried in a scout's survival pack include three weeks' rations, three medpacs, a glowrod, macrobinoculars two recording rods, two thermal flares two breath masks, a fusion grapple, 20 meters of syntherope, a holorecorder (12 hours recording time), a single person dichrome shelter, a portable moisture vaporator, a hand-operated energy generator, a scanning kit for collecting soil and biological samples, and a journal-style datapad.

Most packs are built around frames so they can be carried on a scout's back for long-range treks on foot. However, the more stuff a scout crams into his pack, the more he has to lug around.

A fully loaded scout survival pack typically goes for about 900-2,000 credits (depending on what's inside), and may be quite hard to find, depending on the scout's affiliations with a supplier. But, these packs pay for themselves in the long run, and more and more scouts are swearing by them in the field.

Scout's Survival Pack

Type: Custom survival pack

Cost: 900-2,000

Availability: 2

Game Notes: While each pack varies, they often consist of a backpack rig packed with any of the following items—breath mask, comlink, datapad, fusion grapple, glowrod, hold-out blaster (3D), macrobinoculars, medpac, personal moisture vaporator, rations recording rod, survival shelter, syntherope, thermal flare. The pack may also contain other items added by individual scouts customizing their kits.

Gyazii/42:3:1:09/Csc• The New Republic has recently begun issuing scouts this type of survival pack upon joining the Scout Service.

Verti-Go Line Thrower

The Susuax Verti-Go system is a reliable, lightweight personal line thrower and climber. The entire system can either be stowed in a backpack until needed or mounted under the long barrel of a blaster rifle or similar weapon. The Verti-Go consists of a gas-propelled projectile rod, an as-



sortment of grapples heads, a pulley gear ascent motor, and 150 meters of high-strength thincord.

The climber selects a grapples head, checks that the line is secured to the projectile rod and fires the thrower. After testing the line against the climber's weight, the climber then activates the gear ascent motor and is pulled up. The motor has two speeds: fast and *very* fast. Users should be warned that the ascent motor, when set to the highest speed, is also very loud.

Verti-Go Line Thrower

Model: Susuax Verti-Go Climbing System

Type: Line thrower and climber

Scale: Character

Skill: Missile weapons

Ammo: 1 projectile rod, assorted grapples heads, 150-meter length of line

Cost: 400

Availability: 2

Range: 10-150 meters

Damage: 4D+2

Game Notes: The normal rate of ascent for the climbing motor is six meters per second for a normal human with gear. The secondary switch climbs at 12 meters per second but is three times as noisy (reduce *Perception* difficulty to spot climber by two levels).

Zeb/39:3:6:71/Kal• Clearly, the Verti-Go line thrower was not designed with combat applications in mind; it is a much more utilitarian model than most other line-casting devices. The noise from the winch can attract a lot of unwanted attention—especially creatures with sensitive hearing. You should only use the high-speed ascent function in an emergency.

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POSTAL

Entertainment and Leisure Devices

Platt/37:8:2:1/Gel• The worst enemy a smuggler can face is *boredom*. Sure, you will probably have to fight off Imperials or pirates, but those are just moments of pure terror that punctuate extended periods of monotony. A good entertainment locker will help keep smuggler and pirate crews loose and relaxed...and therefore ready for trouble. The following selection of items are all easily portable and make an excellent addition to any smuggler, pirate or tramp freighter captain's equipment manifest.

B'shingh

The holo boardgame B'shingh was invented by military strategist Crat Dakerno after studying local uprisings on the planet Ab'Bshingh. Dakerno had accompanied the Imperial troops who were sent in to quell the violence. He witnessed the ritualistic tribal customs of two warring factions—the Farangs and the Waroots. Impressed by the natives' centuries-old tactics, Dakerno created the holo game.

Because familiarity with the ancient customs of the two species is necessary to play the game, it is rarely seen outside the more intellectual or military circles. The object of the game is to maim or kill your opponents and capture his base (the opposite side of the board) in a series of moves across the gameboard. A move may include a physical step in any direction (except for the tribal chiefs, who may only move forward), or a change of stance in preparation for attack or defense. Knowledge of tribal rituals helps the players anticipate the randomizer's move made every fifth turn.

B'shingh

Model: Dakerno Inc. B'shingh Holo Game
Type: Entertainment game
Scale: Character
Skill: Alien species, tactics
Cost: 500
Availability: 3

Fotakex/42:9:4:03/Ett• I once played a high-stakes game of B'shingh with a corporal who I had met only days earlier during a routine garrison drill. He seemed to me to be a backwater adolescent

who was just getting his ears wet in combat, but he was fairly intelligent and loved the game. Well, he beat me so badly that I was the laughing stock of the entire garrison. Imagine, a corporal beating a commander. I kept my eye on him and by the time I retired, he was a lieutenant colonel.

Chidinkalu

The chidinkalu is a fairly large musical instrument almost exclusively played by Biths. It has a very low register and is used as the rhythm section by many jatz bands. It stands nearly as tall as the height of the average Bith. The base rests on the floor and is usually tilted back so the musician can reach the mouthpiece. Air is blown into the mouthpiece where it travels down the neck, into the body before angling up and pouring out the amplifying cone which faces the audience. Because of its size, it remains an uncommon instrument used only by wealthier musicians who have a stationary studio.

Chidinkalu

Model: Gonidor Supply Co. Hand-made Chidinkalu
Type: Custom-made Bith musical instrument
Scale: Character
Skill: Musical instrument operation: chidinkalu
Cost: 2,500
Availability: 3

Kilowarr/43:2:1:09/Els• The chidinkalu is far from portable, but can easily fit in a crew lounge. It is also big enough to modify a bit; I smuggle small quantities of ryll in it all the time. The best way to convince a customs inspector that the instrument is innocuous is to sit down and start playing. Usually they are so annoyed by the caterwauling I produce on the chidinkalu that they cut their inspection short.

Kloo Horn

The Kloo horn is probably the most popular instrument used by Biths who play jizz and jatz. It is nearly three-fourths as tall as a Bith musician and is held in the hands. Its mouthpiece contains a double reed and the stem bends back on itself in an elongated "s" to connect with the top of the

body. Within the body are different sections where the musician can change the pitch and tone of the music. The Kloo Horn is tenor in pitch and is mainly used as the lead instrument in the band.

Kloo Horn

Model: Gonidor Supply Co. Hand-made Kloo Horn

Type: Custom-made Bith musical instrument

Scale: Character

Skill: Musical instrument operation: Kloo Horn

Cost: 2,000

Availability: 3

D'al/38:4:5:09/Tat• The Kloo horn is ideal for musicians that play in rough cantinas and tapcafes. Not only does a good horn have excellent pitch and tone quality, it doubles as an effective truncheon for when the audience gets rowdy.

Synth-Harmonica

The synth-harmonica is an electronic device designed to accommodate nearly every alien form in existence. It changes pitch at the touch of a finger running along its miniaturized keyboard. The instrument is only about 20 centimeters long, and the top, which is essentially the keyboard, is nearly four centimeters wide. The keyboard is

pressure-sensitive and can be played by a digit with a centimeter-wide (or smaller) width. This way, it can also be played with a small baton. The underside of the harmonica has three pressure pads on it which are used to change the range from high pitch, to medium pitch and down to a low pitch.

The amplified synth-harmonica has built-in speakers which, at their loudest, can be heard by an entire crowded room of normally chatting people. For those who are not musically inclined, the instrument also has a side switch which activates any one of ten pre-recorded popular songs.

Synth-Harmonica

Model: Mikar Music Amplified Synth-Harmonica

Type: Musical instrument

Scale: Character

Skill: Musical instrument operation: synth-harmonica

Cost: 500

Availability: 2

Prydde/40:2:6:81/Lli• The university of Rudrig just started a new music program, "Studies in Contemporary Non-Human Music and Dance." Anybody looking to make some quick cash on a *legal* cargo run can turn a tidy profit running musical instruments out to Rudrig.

WIZARD

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Communications, Recording and Imaging Gear

Electronic Blaster Sighting System

This small electronic device fits on the top of the blaster and projects a small hologram of crosshairs one meter in front of the blaster. This site helps the user line up his target with his aim and assures a hit every time.

Electronic Blaster Sighting System

Model: SoroSuub True-Site System
Type: Electronic blaster sighting system
Skill: Blaster
Cost: 500
Availability: 2, R
Game Notes: Add +1D to blaster for site.

Kris/44:2:4:19/Eri• This is one of the few SoroSuub designs that, if it had been introduced five years earlier, would have squashed the Rebellion flat. It improves the aim on SoroSuub blasters so much that it's like firing a whole new gun.

Boduri/44:4:1:12/Kal• I disagree. The polarized lens filters in stormtrooper helmets obscured the holosight, so the accuracy improvement was minimal. Besides, in a night firefight, those glowing sight profiles completely gave away enemy positions.

Holorecording Macrobinoculars

A number of commercial models of macrobinoculars are on the market, but a new innovation is becoming quite popular. Some manufacturers have begun releasing combination macrobinocular/holorecording units. Prior to the introduction of these "dual function units," users had to scomp-link the macrobinoculars into a holorecording unit, often resulting in software incompatibilities and glitches: the finished recording was often flawed.

The new device retains the functions of a standard macrobinocular set, including range and targeting information (on all but the cheapest models), but it adds the ability to store a holographic recording of anything seen through the viewfinder. With the sensor attachments available, sensor data can also be stored and recorded on the macrobinocular's recording unit.

Unfortunately, the cost of these devices is fairly high. Miniaturized holograph technology is ex-

pensive, and only those who can afford "the best" tend to own these units.

Holorecording Macrobinoculars

Model: Neuro-Saav Model TT4 Holorecording Macrobinoculars
Type: Specialized image magnification/recording device
Skill: Search
Cost: 2,000
Availability: 2*

Game Notes: Holorecording macrobinoculars provide the normal advantages of standard image magnification devices (this specific unit gives +2D to all *search* or *Perception* rolls more than 100 meters away). In addition, the device can record up to three standard hours of visuals on a standard data card.

* **Note:** This item is not available prior to the Battle of Endor.

Dykara/38:3:9:25/Csc• At 2,000 credits, very few people can afford a set of these, but there's a lot of reasons to get one, no matter who you are. Whether you have to prove to a boss that you took out a mark and deserve your bounty, or if you're simply a trader with a lot of goods on your hands and need to show what you have without dragging it all out—a pair of holorecording macrobinoculars can save your day.

SliceRat/38:5:1:12/Bot• Yes and no. A good slicer and an droid with holo-editing capability can fake a holorecording with ease. Given the low resolution of most macrobinocular holorecordings, it takes little effort to doctor up virtually any image you want. If somebody is willing to accept such a recording as proof of some kind, they deserve to be taken for every credit you can squeeze 'em for.

Hover-Cam

Hover-cams free up users from having to hold, aim or focus a recorder at their intended target. Using small repulsors, hover-cams float about a meter above and slightly behind their user. They follow spoken directions to record information on a standard datacard. How a hover-cam takes direction varies according to how sophisticated the device is. They come in many different models, from a simple "family-cam" capable of following limited directions and serving the average family's recording needs, to a "watch-cam," a more sophis-

ticated model which can be used for surveillance or residential security.

Because of their maneuverability, reporters throughout the galaxy find them extremely effective tools. Most reporters prefer the DLI-250 hovercam manufactured by Data-Link Industries, as this model not only takes spoken direction, it also "learns" on the job just what sort of action its user wants recorded. Thus a reporter doesn't have to constantly direct its every move, and an "experienced" hovercam can be sent out into a crowd and be trusted to come back with usable, newsworthy recordings. The DLI-250 has a flight ceiling of 50 meters and can be summoned to return to the user with a beckon call.

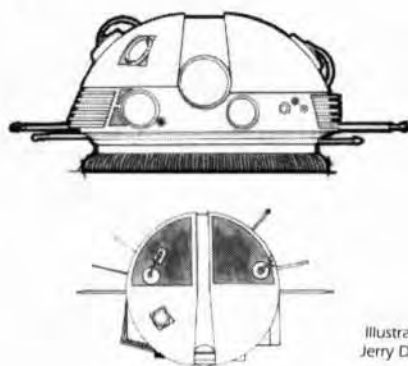


Illustration by
Jerry DeCrotie

Hover-Cam

Model: Data-Link Industries 250 Hover-Cam
Type: Audio, visual and holo-recording device
Cost: 900
Availability: 2, F

Aiden/37:9:2:34/Cha• It seems that every journalist has a hovercam these days. Even the average citizen uses them to watch and record their families in everyday life. It doesn't bode well to try to steal something or stage an ambush when a bunch of hovercams are going to turn and watch you do it. Make sure you have a diversion—a large explosion can usually keep the hovercams busy, even if the owners are looking elsewhere at you.

Gunman/37:9:5:12/Elr• We used modified hovercams to perform routine surveillance on urban targets. Slice in a little espionage programming and the hovercam is an amazing reconnaissance tool.

Infra-goggles

These common night-vision devices decode ambient infrared and ultraviolet light and enhance the image, allowing greater visibility in near-dark conditions.

Infra-goggles

Model: Drolan Plasteel Infra-goggles
Type: Infrared goggles
Cost: 300
Availability: 2
Game Notes: Reduces darkness-related attack difficulty



Illustration by Jerry DeCrotie

modifiers by 2D. However, if intense light (from a glowrod or other sudden source of illumination) is shined directly on the goggles, the wearer must immediately make a Difficult *willpower* roll or be blinded for 1D rounds.

Jammer Pack

The jammer pack was an accidental technological invention that is rapidly proving its usefulness in covert operations. Originally designed as a device to prevent unauthorized listeners from tapping into sensitive comlink transmissions, the jammer pack was less than successful. The unit produced a muffled static effect every time it was activated, and made conversations harder to tap, but also harder for the authorized listeners to understand. After a few million units were produced, the product was discontinued.

Covert operations forces, Imperial Intelligence units in particular, recognized the signal jammer's potential: with a strong enough power source, the faulty unit could effectively drown out *all* comlink activity with high-gain static. Cutting off communication lines is usually a necessary step in sabotage operations, and the jammer pack is a convenient and simple method of accomplishing that task.

The original signal jammer was a small flat, rectangular box that could fit into the palm of someone's hand. It had input and output receivers and scomp links, and a small input board so users could attune the jammer to the frequencies of personal comlinks. A small control dial set the amount of "background static" that was produced to foul eavesdroppers. A tiny, rechargeable power cell was located in a recessed panel on the unit's underside. The entire unit could be hidden in a belt utility pouch for inconspicuous transport.

Imperial Intelligence added several features to the unit. The largest alteration was an increased power source, which produces high-gain transmission static on all bandwidths. Intel also added a computer input to tap into centralized communications system to shut down all the communications in a network. Both of these items were relatively simple to manufacture, but the cost of

miniaturization made the unit more expensive. The existing unit will still fit into a small pocket so the comm tech in a strike team can carry it conveniently. If cost is a consideration, a similarly powered unit can be jury-rigged with a civilian power generator and scomp computer link, making the unit large enough to require a small backpack, but substantially saving on costs.

Jammer Pack

Model: Modified M39 MicroThrust ComTech Eavesdrop Protection Unit

Type: Communications disruption unit

Skill: Communications

Cost: 1,050 (basic unit), 3,400 (Imperial modified unit), 1,750 (jury-rigged unit)

Availability: X*

Game Notes: To successfully activate the jammer pack requires a Moderate *communications* roll. If successful, it produces high-gain white noise on all communications bandwidths, prevent any comlink transmissions within a 150-meter radius. A successful Difficult *communications* roll is necessary to tie the jammer pack into an integrated communications network (such as the comlink system in Imperial Palace on Coruscant). If completed, the jammer pack produces communications-fouling noise that is broadcast throughout the entire system, completely shutting down the network. The jammer pack can tie into an integrated network from any public access terminal, but this normally requires several additional *computer programming/repair* totals to successfully slice into the network's management program routines.

* **Note:** This item is not available prior to the Battle of Endor.

Gunman/42:3:0:00/Elr• A good comm jammer is an extremely effective way to throw an enemy into confusion. Nothing makes a soldier more nervous than being cut off from the chain of command.

Dellio/42:4:1:90/Nal• I built a jammer pack into my freighter's communications system. The last time I was boarded, I activated it and drowned out the comlink connection between the customs troops and their docking shuttle. It gave me time to jump to hyperspace while my crew took out the boarders.

PTP Link

A PTP (point-to-point) link is a multiple-channel personal communications device. These devices came in a variety of styles and sizes, and were capable of audio transmissions only. The range on PTP links was fairly short; 25 kilometers was average transmission distance. On some Core World planets, the Republic instituted a program where PTP link transmission boosters and relays were built, though the program was plagued with delays, cost-overruns and malfunctions. Today, these PTP links are only seen on low-tech worlds (particularly in the Tion Hegemony) and are typically only prized by collectors in more advanced regions.

PTP Link

Type: Point-to-point multi-channel personal communication device

Cost: 150

Availability: 2

Game Notes: PTP links can reach distances of up to 25 kilometers. Average PTP links are simple communication devices, capable of audio transmissions only. More expensive models often contain encryption packages that help secure a channel that is in use. Such PTP links can cost as much as 1,000 credits, and require a Moderate *communications* roll to use successfully. If successful, the channel is secured and cannot be deciphered.

Helg/39:6:1:19/Soc• Most modern communication signal scanners have a tough time detecting transmissions from an old PTP link; the carrier wave is low-powered and out-of-date; modern communications gear just wasn't designed with such primitive tech in mind.

Snooper Goggles

A specialized version of macrobinoculars, these goggles are attached to a headband that collect ambient light, allowing the user to see normally even in near darkness. Standard models lack the long-range viewing of regular macrobinoculars. Newer models incorporate photo-reducing sensors to accommodate rapidly changing light levels.

Snooper Goggles

Type: Night macrobinoculars

Skill: Search

Cost: 300

Availability: 2, R

Game Note: Adds +2D to *search* in low light conditions; goggles without photo-reducing sensors are susceptible to sudden flashes of light (the wearer can be blinded).

Evann/40:3:5:12/Cor• If you're going to use snooper goggles, I recommend picking up a high end version that has the long-range viewplate and the flash shields. I was blinded by my own blaster fire once; the ability to compensate for fluctuating light levels is a must when using snooper goggles in combat.

Wide-scan Binocs

Wide-scan binocs are image-intensification devices that allow the user to see for distances greater than with eyes alone. No sophisticated computer technology exists within this type of device; image intensification is achieved by the manipulation of a series of lenses. Several control knobs on the surface of the device allows adjustments in focus and magnification. As such, wide-scan binocs do not require power cells.

Wide-scan Binocs

Model: Jassim Design VX3 Scanner

Type: Wide view binoculars

Cost: 100

Availability: 1

Game Notes: Wide-scan binocs provide a +1D bonus to *search* skill rolls where the target individual or area lies more than 20 meters from the viewer.

Kelek/40:5:1:89/Lli• Wide-scan binocs are still available for commercial sale, and they are reasonably effective. They are a nicely inexpensive alternative to macrobinoculars, and are often easier to repair.

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Computer Equipment

Datapads

In the automated and computerized galaxy, the high-tech datapad is an essential tool used by almost everyone who needs to read and write information. Datapads are small computers consisting of a readout screen, input keypad, special function keys, a data card drive, an internal power source, and ports for coupling the unit to either a droid or ship-board computer system. Most datapads, droids and computers have compatible operating systems. Those that do not can communicate with others through the use of simple recognizer programs.

Datapads serve as personal secretaries, information organizers, input/output devices, map or data displays, and portable data banks. Even the least-powerful models can process information, store and display memos, and tell time with their built-in chronometers. All datapads share a common operating mode with full-fledged computers and droids: artificial intelligence. Datapads have much more limited storage and reasoning abilities than the larger, more expensive machines. The majority of users, though, depend upon datapads for pure storage capacity and data handling.

A typical datapad model weighs less than a kilogram and fits easily into a pocket or carry pouch, or snaps onto a belt. Besides the internal memory, datapads can store information and pro-

grams on data cards. These thin plastic cards can record huge amounts of data to be passed on to another datapad user or for use at a later date for those who don't want to clog the unit's memory with material they won't be using immediately. Data cards are extremely durable and can be bent, dropped and exposed to weather without suffering significant damage.

Datapads run on small power cells. A typical cell provides enough energy for two weeks of continuous processing. They can also connect to an external power source which saves power cell energy. Some units have internal charge cells which can be recharged from external power source.

The datapad screen offers a superior holo crystal display. Even when connected for a sensor array dump, the display provides clean, crisp graphic images of terrain or space features with little distortion or image blurring. In addition, a droid can communicate via the datapad screen if it is attached with a coupler cable or through its input/output retrieval jack.

A datapad fits comfortably in one hand, allowing the user to manipulate the keypad controls with the other. It does not replace a droid or full-sized ship computer, but it does offer a portable work station for those who cannot spend all of their time at a terminal. For ease of use, datapads can be hooked up to audio or retinal controllers so the user can control the machine with voice or eye motion, leaving the hands free for other duties. Most datapads can be operated in Basic or any number of other languages.

While not the most powerful machines, datapads have sufficient capabilities to handle the majority of field calculations and functions. They are portable, cheap and easy to use, and are a fine complement to droids and full-fledged computers.

Datapads

Model: Various companies

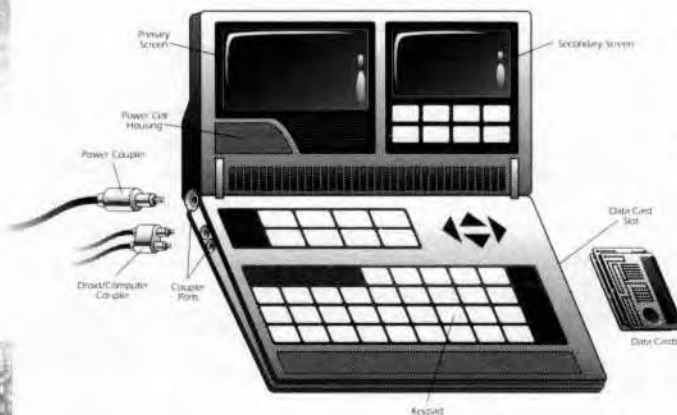
Type: Portable computer workstation

Scale: Character

Skill: Computer programming/repair

Cost: From 25 credits

Availability: 1



Hoegler/38:4:0:12/Els• The usefulness of the datapad can never be underestimated. I've used them to store astrogation coordinates, shipping manifests, autochef recipes, diary information...I even used the built-in time:date function to act as a makeshift countdown detonator for an explosive. Definitely worth the price.

Master Command Unit

The master control unit is a small flat instrument usually worn on a belt. It is used to keep control over a total of 25 different items, whether they be communications or primary defense systems. They are very rare as they can be programmed to master any signal within 300 meter range, more if receptor circuitry is used to extend its power. The surface of the rectangular remote is covered with numbered buttons and a code slicer/takeover switch.

The master command unit was given to only the highest government officials in the Corporate Sector. With this unit a person simply switched on the code slicer and takeover machinery to catch the signals of a specific system. When the light was green, a numbered button was pressed which then became the new controller for the system. It could be used to control every day items like lights or as an audio receiver, or it could be used to manipulate mass security systems. In the wrong hands it could destroy a government. It is believed the last of these units have been destroyed.

Master Command Unit

Model: Authority Master Command Unit
Type: Master control unit
Cost: 100,000
Availability: 4, X

Gundark/38:4:0:12/Els• Greetings, loyal customers! The reports of the demise of the master command unit were not strictly accurate. I've recently obtained almost 200 of these babies that I'm willing to sell. They won't do you much good outside of the Corporate Sec; only the CorpSec boys are dumb enough to slave-rig entire buildings. Still, they can be highly valuable to someone interested in a little larceny directed against the CSA.

TerexComm DataSearch 9C

The TerexComm DataSearch 9C is a valuable administrative tool for any being needed to search through thousands of data screen units (DSUs) in as little time as possible. Shortly before the Battle of Hoth, a Rebel field agent discovered that the 9C could locate low-level encrypted files if it was coupled with a simple power condenser. The drawback to this is that the additional power to the 9C will virtually destroy any program it searches.

TerexComm DataSearch 9C

Model: TerexCommDeluxe (DataSearch Engine 9C)
Type: Administrative datasearch device
Skill: Computer programming/repair
Cost: 600

Availability: 2

Game Notes: An Easy *computer programming/repair* roll is required to connect the unit. When connected, it adds 1D+2 to the character's *computer programming/repair* skill and 2D to the character's *security* skill when used to search for information. A Moderate *computer programming/repair* roll is needed to modify the 9C with the power condenser.



Slott/40:3:5:12/

Gri• Try running

the condenser through a simple power-flux regulator (which you can tear out of virtually any droid, vehicle ignition system and so on). This will reduce the chances of frying any encrypted files you want to dig out.

TerexComm DataSearch 12C-A

The TerexComm DataSearch 12C-A searches a system for information related to search specification. A general query, such as "stormtrooper," will yield a large amount of useless information. A more specific clue, such as "stormtrooper garrisons in the Yartexx quarter" will yield much more useful data.

The TerexComm DataSearch 12C-A is similar to the 9C, but with two major differences. The 12C-A does not function with the power condenser modification. It often shorts out if it is modified. The second is a matter of speed. The 12C-A is capable of searching through thousands of DSUs in less than three seconds.

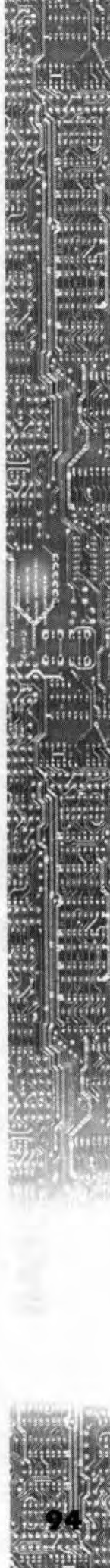
TerexComm DataSearch 12C-A

Model: TerexComm Executive (DataSearch Engine 12C-A)
Type: Administrative datasearch device
Skill: Computer programming/repair
Cost: 850

Availability: 2

Game Notes: Using the 12C-A requires an Easy *computer programming/repair* roll. The 12C-A adds 2D to the character's *computer programming/repair* skill when searching for information.

Coryndr/39:4:5:60/Del• Don't even try and hook a power condenser up to a 12C-A, even with a power-flux regulator. I tried it once and the fire and explosion was, well, pretty spectacular.



UniTech "Patch"

The UniTech "Patch" is a small device that, when applied to a computer system or network, re-routes any security or similar programming so that a break cannot be detected. This device is commonly used by tech teams and some Imperial technicians during emergency repairs when a breached or damaged subsystem is seriously affecting the operations of the whole. The "patch" emulates the signals and responses of the damaged system, effectively tricking the master computer core into thinking the subsystem is unaffected.

The "patch" consists of a master, or base unit, and eight slave units that the user places at the junction points between the subsystem to be bypassed and the outside system. Some of these "patches," used by agents of the Rebel Alliance,

proved extremely useful in the acquisition of classified Imperial documents: they allowed Rebel spies to enter and utilize a specific part of a system and remain relatively undetected.

UniTech "Patch"

Model: UniTech Diagnostic Systems Diverter

Type: Interfacing system bridge

Skill: Computer programming/repair

Cost: 5,200

Availability: 2, R (restricted to governments)

Game Notes: The patch requires a Moderate *computer programming/repair* roll to apply, and adds 1D+2 to the character's *security* or relevant skill.

Gunman/41:4:9:09/Elr• The "Patch" also allows you to make a healthy system think it is damaged, if used properly. This is an excellent way to trigger false alarms, douse lighting systems or stage other effective diversions.

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Security Devices

AccuTronics Encryption Package

Modified and upgraded by the Alliance Cryptography division, the AccuTronics Encryption Package is another item intended for civilian use, but with the proper modifications has proven a useful tool for the encryption of some lesser-security datafiles.

AccuTronics Encryption Package

Model: AccuTronics Encryption Package 1a.44.87

Type: Datafile encryption device

Skill: Computer programming/repair

Cost: 500

Availability: 2

Game Notes: Any datafile encrypted with the AccuTronics Package gains a +5 modifier to its difficulty number to be found, and requires a Moderate *computer programming/repair* roll to crack the encrypt code if the password is known.

Chello/36:6:3:35/Bot• The security protocols on the AccuTronics are a little dated; anybody with some decent programming skills can make the encryption routine more impressive by slicing into the coding algorithms and change them to a base 12 system from its existing base 10. This will throw most rookie slicers off the scent.

Alliance Communications Encrypter

The only standard piece of Alliance privateer equipment and most Alliance military units, the ACE is used to encode transmissions so that intercepted communications are difficult or impossible to understand. The ACE also carries Code Quasar, a METOSP broadcast identifying the ship as an Alliance privateer.

Alliance Communications Encrypter

Model: Alliance communications encoder/decoder

Type: Communications device

Cost: Not for sale

Skill: Communications

Availability: 4

Game Notes: The encrypter adds +2D to the users *communications* skill for encoding or decoding transmissions. Code Quasar has no game effect per se; it's more like flying an ID flag.

Capt. Rislar/43:3:5:80/Har• Oh, yes, we had one of these during the last few years of the Rebellion. We had signed on as privateers for the Alliance

during a low point in our career and had to allow an ACE and an Alliance observer. It wasn't too bad. The ACE did help a lot when we received shipping schedules and other tips from Alliance Command. Despite that, you can imagine how fast it left our ship when the Alliance took over the government.

Code Slicer

As electronic locking systems grow more sophisticated, so do the needs of criminals and law-enforcement officials. The code slicer was developed to infiltrate the electronic hardware of many locks and literally slice the cabling that these security measures generally contain. While keeping the electronics busy, a low-power energy torch burns through the locking mechanism. In general, it takes between five to eight minutes to successfully use a code slicer.

Code Slicer

Model: Duwani Mechanical Products UniSlice

Type: Security code breaker

Skill: Security

Cost: 2,000

Availability: 3

Game Notes: Provides +1D *security* bonus in attempts to bypass or break through security measures.

Vron/41:2:4:89/Ryd• Nowadays it's an automatic fine and prison term if you are caught just carrying one of these things. They're only good for breaking and entering; law-abiding citizens don't have a reason to have one. The slicer can help out, but I think it takes a little too long and sometimes you just need something a little more sophisticated.

Stabattz/41:3:3:01/Cor• What do you expect? The code slicer was an older design back in the days of the Old Republic. An electronic lock-breaker is better suited to most modern larceny. Still, a lot of places in the Outer Rim region rely on archaic anti-theft measures, so it is a good idea to keep a code slicer around...just in case.

Disruption Bubble Generator

The Bakuran people have had a long, difficult history, filled with corruption and political infighting. The corporate struggles on Bakura made the

early settlers extremely dedicated to their own survival and security. Developing the early DB generators to foil any potential eavesdroppers, they remain extremely useful counter-surveillance tools.



Illustration by Brian Schomburg

These small electronic devices create a localized "bubble" that is impenetrable to sonic scanning and other types of auditory sensors. They are generally small gray boxes, though many have been built into decorative housings to conceal their true purpose. These boxes fit easily into most pockets and the device only weighs a few kilograms. The DB generator is activated by throwing a simple "on/off" toggle switch, usually located on the front of the unit.

The device is very efficient, running for years off of a single blaster power pack. The bubble itself is undetectable, unless specifically sought, and only then by the total absence of sounds. However, the bubble can be constricted to 1 meter. By creating some other form of noise outside the bubble's perimeter, the DB generator can usually remain undetected.

There are only a few of these devices left on Bakura and this type of counter-surveillance measure has never been widely used off-planet. (Since there are several more advanced forms of scanning devices in common use throughout the Empire, the Disruption Bubble generator's usefulness off Bakura would be negligible.) The few DB generators that remain are the property of those Bakurans who are descended from the original families to settle on the planet.

Disruption Bubble Generator

Model: Bakuran DB Generator

Type: Anti-surveillance Device

Cost: 150,000 Credits

Availability: X

Game Notes: The Disruption Bubble Generator is capable of producing a small, quiet area of interference to audio sensors. This bubble is generally 2 meters in diameter and can only be penetrated by a very difficult *sensors* roll. The DB generators still in circulation are extremely old and

extremely fragile. They should be treated as having 1D *Strength* to resist damage. If dropped, shot or handled roughly the DB must roll to resist this damage. If the DB generator fails its *Strength* check, it is destroyed.

Shosh'irid/42:3:9:01/Ger• I've heard about the Bakuran disruption bubble generator and I must say that it would be a boon to one and all. Imagine actually having a conversation without the worry of hearing it broadcast throughout the sector. I've been told they no longer exist, but I think otherwise. Getting your hands on one may be near-impossible, but it would be worth it.

Kenda/42:5:0:21/Bak• Oh, they still exist all right. Virtually every family on Bakura has a DB generator lying around (typically disguised as a lamp, or concealed in a piece of furniture). We may not be under Imperial control, but paranoia is still a very prominent Bakuran trait.

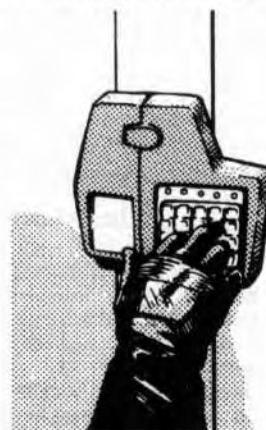
Lozara/42:5:9:75/Byb• DB generators are fairly useful, but the sensor "hole" they leave behind is easy to spot if you know what you're doing. Still, for quick conversations, it is modestly effective.

Electronic Lock Breaker

Modern security systems are quite effective, particular building security packages. Even the low-cost Fortress-7 electronic deadbolt system is quite efficient at keeping low-tech undesirables from entering protected areas, though with the correct knowledge and tools, they are not impossible to disable.

More advanced systems utilize computer coding systems that rapidly change sequence; the sophistication of these systems protects luxury homes and buildings from unauthorized entry. The Imperial Palace on Coruscant uses a combination gene-scan/random-flux code key sequence to protect residents and visitors. Authorized personnel are given a key that is linked to their genetic code; a micro-scanner in both the lock and the code-key establish the keyholder's identity. If the gene-code does not match, a security alarm sounds and all door locks are immediately activated. Overall, the system that protects the Imperial Palace is the most advanced on the market and was considered virtually foolproof.

At least, it was, until the invention of the electronic lock breaker. This device is essentially a



Mike Vilardi

high-memory capacity computer terminal with an independent power source and a key-code replicator input/output jack. The I/O jack is plugged into the door lock, and a large polynomial computation is "spiked" into the security monitor programming. The polynomial keeps the main security computer "occupied" and "convinces" it that there is no security breach. The rest of the lock breaker's computer memory randomly flashes gene-sequence codes at phenomenal rates, until the correct gene code to open the locked door is discovered.

The electronic lock breaker also has functions for opening other types of computer governed locks, but programming for each specific type of lock must be pre-entered into the unit; its memory storage is not large enough to accommodate every type of lock in its database.

Lock breakers are very useful tools for criminals and Intelligence agents who often need to gain unauthorized access to a room or building. The lock breaker is capable of bypassing most security systems but it requires a great deal of power and a considerable amount of time. The unit produces a loud hum when it is operating, so the user needs a good deal of privacy to get through a lock unnoticed. However, with proper planning or diversionary tactics, it can be quite effective.

New Republic slicers are experimenting with a counter-programming concept to deal with the lock breaker. Since the lock breaker randomly flashes through genetic codes, and thus is capable of producing virtually *any* genetic sequence, Republic programmers are considering adding "ringer" codes to their alarm systems. If the lock breaker tries a "ringer" code on the lock system, the lock's computer system will realize that this is a prohibited code sequence, and it will trigger a system-wide alarm. Preliminary tests have proven modestly successful.

Electronic Lock Breaker

Model: OutlawTech Lock Breaker

Type: Security tampering unit

Skill: Security, computer programming/repair

Cost: 25,000 credits (basic unit), 1,000 (per security system profile software package)

Availability: X*

Game Notes: The Lock Breaker requires a Moderate *security* roll to activate and a Difficult *computer programming/repair* roll to successfully determine gene code sequences in advanced computer locks. Specific system profiles must be programmed before use, but pre-programmed system profiles (which are quicker to enter and generally more effective than "homemade" profiles) can be installed with a Moderate *computer programming/repair* roll.

* **Note:** This item is not available prior to the Battle of Endor.

Red/40:8:9:43/Soc• Word has it that once the New Republic found the free time, they were on this lockbreaker with everything they had. They were very successful in adding ringer codes to

local alarm systems, but this tool is still very useful on most Mid- to Outer Rim planets. If the alarm doesn't have a "ringer" program, it doesn't stand a chance against the lockbreaker. Be warned, however, that if you have one, use it now—people are getting smart and soon the lockbreaker will be useless.

Fusion Cutter

A fusion cutter is used to breach an airlock or the hull of a ship (for the purpose of boarding the targeted vessel). These devices are a little over a meter long and are extremely bulky and heavy.

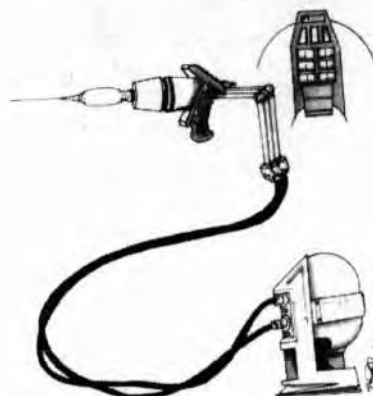


Illustration by Jerry DeCrotie

Fusion Cutter

Model: Borallis Metalworking & Materials PCW-880

Type: Heavy fusion cutter

Cost: 150

Skill: Assorted *Technical* skills

Availability: 1

Damage: 3D

Game Notes: This unit is 1.2 meters long and uses a rechargeable power pack.

Dharus/39:4:0:12/Par• There's nothing quite as satisfying as slicing through the airlock of a prize vessel with ease. I always keep a fusion cutter in my ship's stores.

Kloon/40:6:1:10/Cor• Attention raiders! I recently attempted a raid on an Ororo transport in the Colonies region and discovered a nasty surprise: Ororo is coating airlocks and exterior hatches on their ships with a heat-sensitive contact explosive. One zap from a fusion cutter triggers a huge burst of plasma-flame that will flash-fry anybody within ten meters. Be careful, grubbers: the targets are getting smarter.

Master Coder Chip

Master coder chips have been illegal in Imperial space for many years. Any electronic chip with sufficient spare memory can be erased and imprinted with Imperial security codes. If properly encoded, the chip will allow the user to over-

ride voice, retinal and palmprint security circuits as well as allowing erroneous messages and orders to be introduced into the security system.

This level and quality of imprinting can only be accomplished with an advanced-circuitry brain of a level three or higher droid or computer. Consequently, anti-droid safeguards were developed many years ago to prevent just such tampering. However, on worlds where droids are forbidden or uncommon, master coder chips can sometimes operate without immediate detection.

Possession of a master coder chip is highly illegal; in Imperial or New Republic space, anyone caught with one is immediately arrested (or, in the case of the Empire, executed). The device is a favorite among smugglers and pirates in the Outer Rim Territories, where anti-droid countermeasures are not widely available.

Master Coder Chip

Type: Illegal Security Override

Skill: Security

Cost: 340,000 Credits

Availability: X

Game Notes: A properly coded master coder chip can override virtually any computerized security system. Any user gains a +2D bonus to *security*. However, any anti-droid security systems can generally detect the use of a master coder chip and sound an alarm. Any system with anti-droid safeguards can detect the use of a master coder chip with a moderate *security* check.

Cholo/40:5:1:09/Bak• The master coder chip is at its most useful on worlds with fairly low computer sophistication; in the Core Worlds, most computer networks have anti-tampering safeguards that can detect such chips with ease. Just using one in the Core is asking for arrest. Stick to places like the Tion Hegemony, the Centrality or the Outer Rim when using this kind of slicing tool.

Portable Plasma Cutter

A portable plasma cutter is a small, hand-held device that's slightly larger than a standard hold-out blaster. A portable fuel cylinder attaches just forward of the unit's pistol grip, although the cutter has a small internal fuel supply. The cutter's internal fuel supply lasts for four minutes, while the canister has enough fuel for one hour of continuous use.

An adjustable focusing device allows the user to adjust the plasma discharge for the required depth and intensity. Standard blaster gases are used to create this small, extremely focused plasma, which is capable of rapidly cutting through blast shielding and durasteel. Each cutter includes a set of blast goggles; additional goggles cost 15 credits.

Portable Plasma Cutter

Cost: 150 (gas canister: 20 credits)

Availability: 1

Damage: 7D

Game Notes: It takes one round per 1D of body strength to cut a two-meter-by-one-meter hole. (For example: a blast door with 6D body strength would take six rounds.) When

used as a weapon, the plasma cutter causes 7D physical damage; a Moderate *melee combat* roll is needed to hit. The blast goggles or a blast visor must be used with the cutter; anyone within two meters without proper eye protection must make a Moderate *Perception* roll to look away or be blinded for three minutes. (If someone is blinded, an attacker gets +10 to hit in combat.)

Yggon/39:6:0:23/Par• Looking for a quick explosion? Shoot the plasma canister with a blaster and *boom!* Instant bomb.

Shipjacking Kit

This type of kit is strictly regulated and normally only legal for authorized skip-tracers. It includes access decoders and other specialized tools required to overcome the security systems of a starship. Skip-tracers, shipjackers and spies use these kits to force their way aboard starships. These kits are despised by free spacers and tramp freighter skippers alike.

Unauthorized possession of one of these kits is a crime and is cause for arrest on most worlds. Many ship owners, given the chance, will fire first and look for the appropriate licenses later.

Shipjacking Kit

Model: Individual manufacture

Type: Shipboard security code descrambler

Skill: Security

Cost: 8,000 credits to a licensed Collection Agency; 16,000+ credits on the Invisible Market.

Availability: 4, F or X

Game Notes: Adds +3D to the user's *security* roll to break through a ship's physical security system.

Dobra/39:4:1:07/Kal• I hate these things. A skip-tracer cracked into my freighter a few years back, repossessing it and stranding me on Reuss VI. I never did see that ship again. (Too bad, too. It was my favorite.)

VoiceBox

Modern voice-activated security systems process accent, inflection, tone, stress, and many other voice pattern characteristics for encryption. The super-encryption and multi-sensors make the locks difficult to defeat. The VoiceBox is plugged into a lock's wiring where it fools the lock by encrypting the user's voice patterns with a copy of the authentication files.

VoiceBox

Model: BothiCorp VoiceBox Speech Pattern Duplicator

Type: Voice lock buster

Scale: Character

Skill: Security

Cost: 5,000

Availability: X

Game Notes: A successful *security* roll against the lock's difficulty rating is required for success.

Telir/41:2:0:21/Csc• I equipped my freighter's communications array with a VoiceBox. By patching my comm system into the ship's computer it gives me limited voice disguising capability (which is particularly useful if a customs vessel is trying to get an ID on me using a voiceprint analyzer).

Bioscan _____	101
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Scanners and Detection Gear

Bioscan

Developed by research technicians from the prestigious Rhinnal Medical Academy, the bioscan scanner and diagnostics package can identify and analyze the biological composition and status of a living being. The system consists of two major components: a dedicated sensor array and a highly sophisticated computer analysis program.

The sensors are arranged in a framework which can easily be lowered over a patient (although the various sensors may be dismantled and rearranged for other applications). The sensors must be firmly mounted to a stationary frame for accurate readings. The elongated sensor packages include full-range scanner, medtox detector, vapro-sampler, and doppraymagno scanner, all fine-tuned to provide accurate readings.

The sensor array must be connected to an analysis computer, which sorts and displays information in either a holographic or flatscreen format. The bioscan has several practical medical applications and is capable of providing data on a subject's species, sex, heartbeat, respiration, muscle tone index, height, weight, temperature, approximate skin age, biological anomalies or variations, and the presence of diseases or viruses. The bioscan is also adept at identifying various alien species, and has more than 1,000 templates for normal specimens of common aliens.

Though rarely found outside the medical community, bioscans have other applications useful to those in the intelligence community. If well-hidden, the unit can covertly gather information on passersby. It can detect and analyze power

sources, comm transmissions, hidden weapons and explosives, and other electronic devices concealed on or implanted within a subject. While obviously useful to espionage and security agents, the bioscan is not ideally suited to non-medical tasks especially due to the sensors' short range. Those bioscans used for intelligence purposes are very expensive and must be handled carefully: any irregularities in scanner placement can easily result in faulty or inaccurate bioscan readings.

Bioscan

Model: Athakam/RMSA Bioscan Unit

Type: Bioscan sensor array and analysis unit

Scale: Character

Skill: Computer programming/repair (set up); first aid or medicine to use

Cost: 13,000

Availability: 3, F

Game Notes: requires an Easy to Difficult computer programming/repair roll to set up (depending on situation). If properly set up, adds +2D to first aid, medicine or Technical. Maximum range of three meters.

Kris/41:2:3:44/Eri• I used to work for a cantina which used a bioscan at their doorway. It was good for business to anticipate customers' tastes and when we knew what type of alien was coming in, we could get a server of the same species to come forward and converse with the customers in their own languages. Of course, the bioscan also showed us the hidden weapons and electronic devices, so we could keep a closer eye on the miscreants.

BlasTech Sniffer Weapons Detector

A popular hand-held scanner made by BlasTech.

It is common throughout the Empire and the Corporate Sector. The scanner is a small cube, with a scanning panel on one side and an output screen on the opposite side. The screen shows outlines and energy readings from the scan: while it sometimes finds weapons only through its detection circuitry, for best effectiveness a

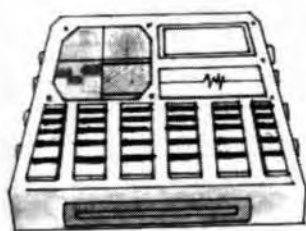


Illustration by Jerry DeCrotte

skilled operator is necessary to interpret the incoming data and make educated guesses about the presence of weapons.

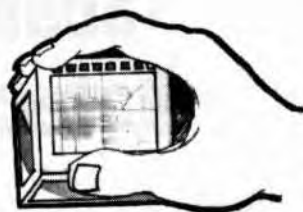
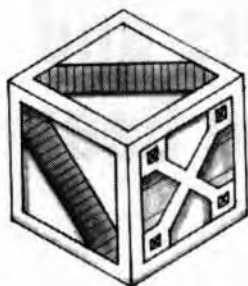


Illustration by Jerry DeCrotie

BlasTech Sniffer Weapons Detector

Model: BlasTech Sniffer Weapon Detector

Type: Portable weapon detector

Cost: 5,600 credits

Availability: 2, R (restricted to governments)

Game Notes: Has a *search* of 5D to detect hidden energy weapons or adds +2D to an operator's *search: weapon detector* skill (the operator must have at least 1D in this specialization to qualify for the bonus). The difficulty depends on how well someone has camouflaged the weapon: simply putting it in a pack is an Easy difficulty; draining all the blaster gas, pulling out the power packs, cleaning the weapon of all residue and then disassembling it, and spreading the parts among several pieces of luggage, would be a Very Difficult difficulty.

CorSec Autoscan Weapons Detector

The CorSec automated weapon detector is found in many starports and secure installations throughout the galaxy. Due to its large size, it is deployed in fixed sites near public thoroughfares and transportation centers where security is a concern. Its petal-shaped array tracks individuals and vehicles moving within range and scans them for weapons. If weapons are detected, an alarm is transmitted to security personnel.

CorSec Autoscan Weapons Detector

Model: CorSec Autoscan Weapons Detector

Type: Stationary weapons detector

Cost: 7,200

Availability: 2, R (restricted to governments)

Game Notes: Has a *search* of 6D to detect hidden energy weapons. The difficulty level to detect weapons depends on how well someone has hidden the weapon using their *hide* skill.

Energy Scanner

Energy scanners are capable of detecting many forms of energy emissions and provide data on type, intensity, effects, and origin. This scanner can detect natural and artificial energy from stellar radiation, reactors, generators, passing starships and airspeeders, comlinks, and other scanners.

Energy Scanner

Model: Fabritech 9000 Energy Scanner

Type: Energy scanner

Cost: 5,600

Availability: 2

Range: 500/1/2

Force Detector

The Force detector is a machine capable of reading and analyzing the auras of people suspected of having Jedi talent. The Emperor's hunter teams used them to seek out Jedi who were hiding during his great purge.

The Force detector is a three component system, consisting of a control pack and two sheet crystal readers. The reader is a glassy silver paddle a bit larger than a human hand. The paddles jack into the control pack. The operator holds them out, bracketing the subject, then activates the unit.

The unit scans the subject from head to toe, and constructs a wire-frame hologram of the subject, which floats above the control pack. The wire-frame is tagged with color-coded lines which correspond to a scrolling column of numbers hovering beside the hologram. These data provide a detailed analysis of the subject's sensitivity, but a more immediate method of detection is present as well — a color-coded aura, which is superimposed over the hologram.

If the aura is blue, the person is strong in the Force. The stronger the corona, the stronger the person is in the Force. Those who are not Force-sensitive do not have an aura, while those who are partially or wholly under the influence of the dark side have auras tinged with red streaks.

Though they were designed and built to pursue evil ends, Luke resolves to use them for good — to seek out potential Jedi students and so restore the Jedi Order to the galaxy. The Force detector is extremely rare. Their use was carefully regulated, and the Imperials charged with hunting down Jedi carefully tracked the use of every unit. Less than 10,000 were ever produced, and most have been lost or destroyed in the decades since.

Force Detector

Model: Force Detector Unit

Type: Imperial Force Detector

Cost: Not available for sale

Availability: 4, X

Game Notes: Use of the Force detector will tell a trained operator whether a subject is Force-sensitive, and whether he or she has any Dark Side Points (but not how many).

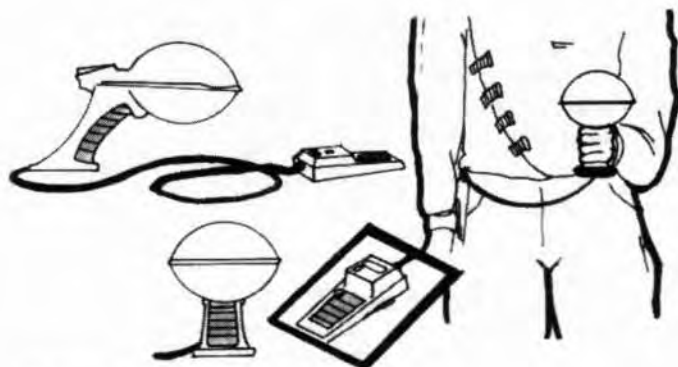


Illustration by Jerry DeCrotie

Geological Scanner

Geoscanners are primarily used by miners and prospectors. They can detect geologic characteristics like precious minerals and ore deposits, and underground features. They can also analyze geothermal, seismic, volcanic, and glacial activity.

Geological Scanner

Model: Fabritech 7000 Geoscanner
Type: Geoscanner
Cost: 4,800
Availability: 2
Range: 500/1/2 km

Narseri/40:2:3:75/Nar• For several years, I worked for a claims-jumper outfit on several ore-rich worlds. We used one of these Fabritech 7000 Geoscanners to find the goods. We'd land on the planet at a likely spot, use the geoscanner to find a promising lode and get to work. Between that and our super-borer, we could open a rich vein and pack it in the hold before sector officials even had a clue we were there.

Lifeform Scanner

The Lifedetec bioscanner is an instrument common to scientists and security forces. The scanner detects the presence of lifeforms and pinpoints their location. This scanner can even determine the species of a lifeform if species templates are loaded into the lifeform indicators. It is about the size of a portable computer and has a shoulder strap for easy carrying.

Lifeform Scanner

Model: Cryoncorp Lifedetec Bioscanner
Type: Bioscanner
Scale: 2,800
Cost: 2,800
Availability: 2
Range: 500/1.5 km

Medisensor

Typical Medisensors are miniature versions of the more powerful sensors of a typical medical station. Easily patched into these main sensors, the medisensor can be carried up to 2 kilometers from the medical station and still provide detailed, accurate readings.

The device is small, flat and rectangular and extremely lightweight. There is a small keypad that allows the user to scroll through the data readout, displayed on a small monitor located on the unit's face. In general, the medisensor must be calibrated for a particular species; for example, a medisensor that is calibrated to Human standard will provide inaccurate readings on a Wookiee. However, a moderate *computer programming/repair* roll will allow the user to recalibrate the medisensor.

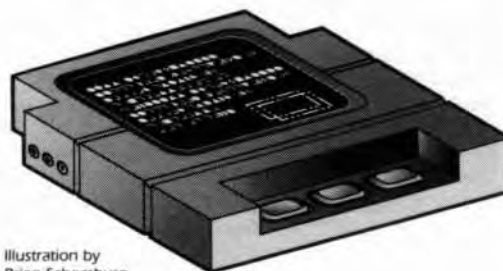


Illustration by Brian Schomburg

Medisensor

Model: BioTech RFX/K Medical Sensor Supplement
Type: Portable Medical Diagnostic Relay
Skill: First aid
Cost: 5,000 Credits
Availability: 2

Game Notes: Medisensors are used to augment the diagnostic scanners of a medical bay. Since they can access the medical database of a standard medbay, they are basically booster relays for the existing system. Anyone using a medisensor receives a +2D bonus to *first aid* checks. However, a medisensor that is not patched into a medbay's computer only delivers a +1D bonus.

Medscanner

Medical personnel in the field make use of medscanners to quickly diagnose diseases and assess injuries. Medpacs contain very basic medscanners. Medscanners are small hand-held units—however, their sensitive instruments are easily damaged when dropped or roughly handled.

Medscanner

Model: Cryoncorp Mediscan 21

Type: Medscanner

Cost: 3,000

Availability: 2

Game Notes: The difficulty level for using this scanner is the same as that for using a medpac—easy for Wounded, Moderate for Incapacitated and Difficult for Mortally Wounded characters. Successful use of a medscanner adds 1D to *first aid* rolls.

Search-Scan 4 Security Scanner

The Search-Scan 4 is used by Imperial and local planetary governments for a variety of detection needs. The scanner is the size of a large chest—it is often wheeled around on a cart or repulsor sled and then transported to specific locations by scanner personnel. The chest contains a number of probes and receptors that are attached to the unit by insulated cables. This is a highly sensitive instrument and can often penetrate some forms of shielding.

Search-Scan 4 Security Scanner

Model: BlasTech Search-Scan 4

Type: Multi-capable security scanner

Cost: 9,800

Availability: 2, R (restricted to governments)

Game Notes: This scanner adds 1D to the *sensor* skill roll of its operator. It can help detect structural anomalies hiding secret compartments, and find can find energy signatures showing weapons, life forms, and energy sources within a confined area, such as a docking bay, cargo hold, or compartment.

Tech Scanner

This short-ranged, hand-held device helps technicians check out mechanical systems and helps them assess damage to equipment, including electrical system integrity, hydraulic pressure, energy flux, and structural stresses.

Tech Scanner

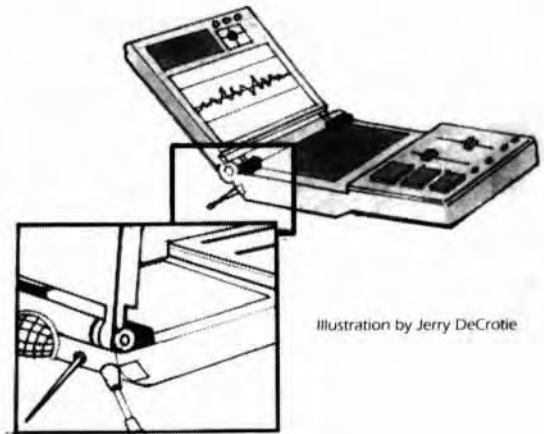
Model: Drever Corporation's Techaide

Type: Tech scanner

Cost: 2,600

Availability: 2

Game Notes: The difficulty level for using this scanner corresponds to the difficulty needed to repair damaged equipment. A character successfully using a tech scanner gains +1D on *repair* rolls.



WIZARD

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Specialty Equipment

Camo-Netting

While conventional camouflage techniques are generally effective against visual searches, they often fail when sensors are employed against them. To this end, Fabritech designed CN-15 camouflage netting, a powered unit with the ability to conceal areas from sensor scans by giving the camouflaged area the same sensor profile as the surrounding area.

This camo-netting consists of a 15-meter square metal mesh, with a small power unit connected to one corner. This netting is relatively light and can be handled by two people with ease (although one person could deploy it with some difficulty). The net is covered by flexible plastic scales coated in a sensor-reflective material. This coating acts as a mirror, reflecting the sensor pattern of nearby terrain back at a scanner sweep. The individual reflector chips' and power unit's sensor signature are small enough to avoid detection by cursory scans for metal objects and energy sources. This form of camo-netting eliminates the need for different non-electronic camo-netting for each terrain type. Since this form of camo-netting relies on reflection rather than projection, it can be used in any environment.

The camo-netting's reflective powers also extend past the range of electronic sensors and continue into the visual spectrum as well. Visual scans at long range simply pick up the reflected terrain, although closer inspection may reveal anomalies. This camo-netting is also relatively effective at masking items from ground detection up to 250 meters away. Once surface observers enter that range, however, the camo-netting's presence becomes relatively easy to detect visually.

The CN-15 unit is large enough to cover an item 225 square meters (or 15 meters on a side). This enables it to conceal items of relatively small size, from an X-wing starfighter or a command bunker to a few landspeeders or even a blaster artillery emplacement. The camo-netting is less effective if

three or more nets are strung close together, because the nets' energy signatures begin to interfere with each other. Rather than reflecting the nearby terrain, several camo-nets used in tandem begin reflecting each other, giving away their position by emitting occasional bursts of static and registering as metal objects on sensors.

Near the end of the galactic civil war, Fabritech halted design and production of larger versions of this camo-netting at the request of the Imperial military, who felt that such equipment could aid the Alliance. Because of its obvious applications, camo-netting was restricted by Imperial law to those holding an Imperial weapons license. Individuals and groups which often use camo-netting in their operations include Imperial-sanctioned bounty hunters, mercenary groups and Imperial operatives.

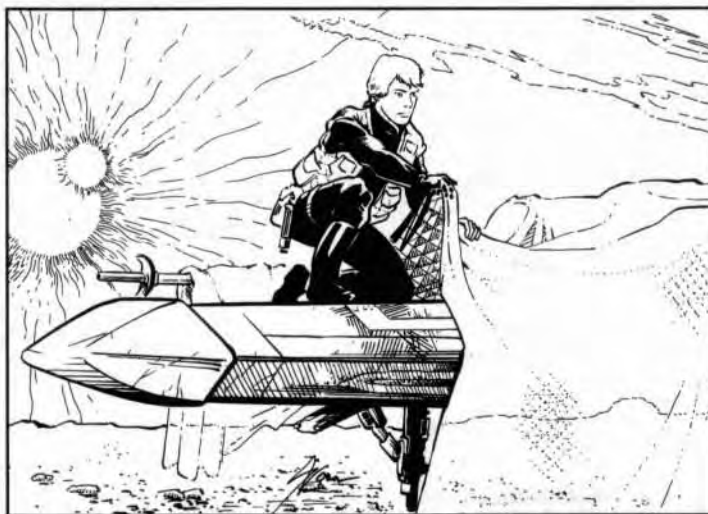


Illustration by Storm Cook

Camo-Netting

Model: Fabritech CN-15 Camouflage Netting

Type: Camo-netting

Skill: Hide

Cost: 3,500

Availability: 2, R

Game Notes: Camo-netting adds +2D to the difficulty to detect the camouflaged object with sensor-scanning equipment at ranges greater than 250 meters. Camo-netting

offers no bonus at a range of less than 250 meters. If more than three camo-nets are used in tandem, the sensor-scanning equipment gains a bonus of +1D to detect the nets because of the interference the nets cause.

Fal'Orssk/42:3:5:82/Rab• Despite all of the Empire's precautions, it wasn't too hard to pick up camo-netting through black-market resources. Guess the Empire never figured out that Fabritech was playing both sides during the war.

Gunman/42:9:2:11/Elr• Camo-netting is an extremely useful tool; not only is it good for hiding large objects—ships, vehicles, and so on—but in smaller quantities can hide individuals as well. As an experiment, we once tested it underwater and it actually worked fairly well (provided the power supply and transfer paths are watertight).

DimSim

"DimSims" are portable holographic projectors that simply project a "shield" of darkness over the user's face. Rather than attempt to create a false identity for the user, the DimSim is a high-tech way of concealing one's face (especially in light of how effective computer imaging systems are at determining a thief's facial features from beneath more traditional masks and such).

When activated, the DimSim appears to project a solid wall of "black" in front of the user's face. While the user will notice a small haze in front of him or her, observers will only see the darkness and be unable to determine any facial features of the user. Thieves using DimSims can ply their trade with relative anonymity.



Illustration by Mike Vilardi

The DimSim is a small cap or helmet, with a micro power-pack that snaps into a side compartment. The power-packs are the same as those which power datapads and portable computers and last for approximately twenty minutes of continuous operation.

DimSim

Model: DimSim (custom-designed unit)

Type: Personal holographic projector/interference unit

Cost: 5,000

Availability: 4, X

Game Notes: DimSim will completely conceal the user's features.

Aiden/44:8:9:25/Rim• DimSims are great tools given their limitations. Unfortunately, most law-enforcement troops know those limitations and can exploit them. With proper deployment, CorSec can keep you at bay for thirty minutes, whereupon the power-packs ran out of juice and your identity is revealed. DimSims are best for break-ins or quick forays past sensors and recorders. Long-term use just isn't possible.

Droid Disabler

A handy item to have on hand wherever security droids are anticipated, the Mandroxan droid disabler fires a tight beam of phased energy particles which disrupt a droid's internal electrical impulses. Unlike a simple electrical charge, which quickly dissipates, these phased particles are attracted by the droid's own mass. Clinging to the droid's exterior, they quickly build up their charge, which further disrupt neural pattern flow in the machine. The result is a temporarily disabled machine, dead on its feet.

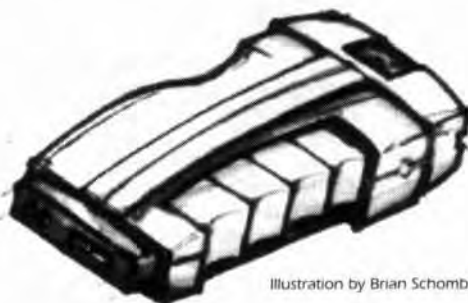


Illustration by Brian Schomburg

Droid Disabler

Model: Mandroxan Exports Defense Weapon EDWX-843

Type: Anti-droid weapon

Scale: Character

Skill: Blaster

Ammo: 10 (power pack)

Cost: 10,000 (black market)

Availability: 4, X

Range: 5-10/ 30/50

Damage: 6D (stun damage); +1D for each hit after the first

Game Notes: When hit, droids suffer a -1D to skill and attribute rolls for the next three rounds if the target is

stunned; otherwise, the droid is rendered "unconscious" as per the "Stun Damage" rules on page 62 of *Star Wars, Second Edition*. While no permanent damage is done, a diagnostic overhaul and power-up will be required to reactivate the droid.

Fotakex/40:1:5:38/Ett• Yeah, it works, but who would want to pay that many creds to stun a droid when a Jawa ionization gun is cheaper and easier to find. As a matter of fact, I'd rather just shoot a droid with an everyday blaster and fix it later; if you can aim worth a slag, a blaster is still cheaper than buying this hunk of junk from Mandroxan.

Colla/40:3:2:09/Sta• I disagree. A blaster will stop a droid, sure; a Jawa ionization gun will take it down, too. But the odds of frying the poor droid's circuits are pretty good. If you need to recover any data from a target droid, the Mandroxan is your best bet.

Fingerprint Masque

A fingerprint masque is a small, palm-sized device, similar in appearance to a conventional ink pad. Its purpose is to enable the user to disguise his or her fingerprint patterns by temporarily overlaying them with a biochemical screen or "masque." This pattern can be either random in nature or conform to one of several preset patterns entered into the device's memory by the operator. The process of re-patternization takes less than a minute for each digit and lasts upwards of 10-12 hours, depending on the user's physiology. It is very difficult to apply a different species' masque pattern onto a subject.



Illustration by Jerry DeCrotie

Fingerprint Masque

Model: Individual criminal manufacture
Type: Fingerprint pattern alteration kit
Skill: Computer programming/repair (to use)
Cost: 15,000 (black market)
Availability: 4, X
Game Notes: The flip-top surface contains a liquid crystal display used to confirm commands and the display of

desired patterns. The bottom half of the device's "pad" contains a small input panel and a "sensor pad" where the digit is placed while the new pattern is being formed.

Shosh'irid/40:8:3:28/Sev• Before gene identification became big, many places had alarms which could only be deactivated by a fingerprint scan. Now you'll only see fingerprint scans on small-time businesses or out-of-the-way planets. The masque is still useful for thieving—the overlay is strong enough to leave prints behind, and therefore most law enforcement will see the prints and not look any further. When led to a dead end, it is usually too late to pick up anything else.

Yusko/41:3:0:91/Gyo• Don't be too cocky with a fingerprint masque. It may leave behind a print, but most investigators are smart enough to check the print for genetic information contained in skin oil—which isn't left behind by a fingerprint masque. They'll immediately know that the print is a fake.

Malkite Poisoner's Kit

The Malkite Ring—a shadowy group of assassins that operates in the Outer Rim Territories—specializes in the elimination of well-protected targets; typically, Ring members ply their dubious trade on wealthy merchants and nobles. While the Ring employs a number of different operatives, a particularly deadly "sect" has developed within the organization: the Malkite Poisoners.

The Malkite Poisoners are fanatical about performing their "duties" and spend a considerable portion of their lives honing their skills. Often, many Poisoners live under a series of false names—forever abandoning their true identities.

Malkite Poisoners follow very specific rules when administering their concoctions. In fact, the Malkite "honor creed" specifically forbids a Poisoner to use any other tools than those contained in the kit to strike at a target.

The Malkite Poisoners only use one set of tools for committing their crimes: a Malkite Poisoner's Kit. The kit is a small duraplas box, completely unadorned. The kit typically has a sophisticated locking mechanism to prevent tampering.

Inside the kit are the tools of the Poisoners' trade: several small vials, needles, and aerosol spray applicators. Each vial contains extremely potent neurotoxins—virtually untraceable, even by modern medical scanners. While the poisons can be administered with the needles or aerosol canisters, the highest "honor" a Poisoner can attain is to employ the raw liquid poison from the vials directly, without additional tools...and without detection.

The kit also contains four small electronic modules, each measuring only a few square centimeters. The first module generates a disruption field

that overrides medical sensors (hiding any slight traces of neurotoxin and showing the cause of death as natural causes).

The second module generates a "pheromone zone" that confuses olfactory sensors or organic "food sniffers" into believing food or drink is devoid of poison.

The third module jams sensors that can detect foreign substances that are airborne; this device can mask the presence of an aerosol spray poison.

The fourth module is a "heat-sealer" that can almost instantly close the tiny puncture wounds caused by the kit's needles. The Poisoner must place the module directly in contact with the puncture wound; heat-sealing takes three seconds and leaves no trace of injury.

While the devices and toxins in the kit are extremely deadly, the Malkite Poisoners' honor creed restricts their use; typically, the Malkite Poisoner must be extremely well-disguised or highly trusted to approach a victim.



Illustration by Jerry DeCrotie

Malkite Poisoner's Kit

Type: Illegal assassination tool

Scale: Character

Cost: 800,000 credits

Availability: 4, X

Game Notes: *Concealable:* The Malkite Poisoner's kit is extremely small (+1D to hide attempts).

H'gartha Poison: The kit contains a small quantity of h'gartha liquid neurotoxin; each vial is sufficient to kill a single target on contact (causes death within two rounds; there is no known antidote save bacta immersion, though once removed from the bacta the poison again takes effect). The neurotoxin is extremely difficult to detect, even by medical scanners; increase the difficulty of (A) medicine or first aid checks by two levels if the examiner is attempting to locate traces of the poison within the victim.

Aerosol Spray: The poison can also be administered as an aerosol spray; the poison is highly lethal, and the attack must be made from within 0.5 meters of the target (roll *Dexterity*); failure to make at least a Moderate *Dexterity* roll indicates that the poison has contacted the Poisoner as well, and he or she suffers the effects of the poison.

Needles: Needles can also be used to apply the poison; this requires a Difficult *sneak* check (to puncture the target's skin without his knowledge) and a Moderate *melee combat* roll to successfully handle the needle. Failure of either roll indicates that the target is aware of the attack and has two rounds to raise an alert or that the Poisoner has fumbled the needle, possibly exposing himself to the poison.

Disruption Field Override Generator: A disruption field override generator increases the difficulty—by one level—of (A) medicine or first aid rolls when a medical scanner is used to determine a victim's cause of death; the generator must be used within one meter of the medical and requires a Moderate *computer programming/repair* roll. Success causes the medical scanner to overlook any traces of the neurotoxin.

"Pheromone Zone" Generator: This device confuses olfactory sensors or organic "food sniffers" into believing food or drink is devoid of poison (increase *search* or *investigation* difficulty by one level if such a device is employed to detect the poison; must be used within 3 meters of the "sniffers").

Scanner Jammer: The third module jams sensors that can detect foreign substances that are airborne; this device can mask the presence of an aerosol spray poison (increase the difficulty to detect the poison by one level; must be used within two meters of the sensor).

Heat Sealer: A "heat-sealer" instantly closes tiny puncture wounds caused by the kit's needles. The Poisoner must place the module directly in contact with the puncture wound; heat-sealing takes one round and leaves no trace of injury (requires a Moderate *Dexterity* or *sneak* check).

Toraaso/39:5:1:09/Del• I've heard rumors that there's some kind of power struggle going on in the Malkite Ring's ranks. Who knows? Maybe these slime-lickers are in the process of wiping each other out...if we're lucky.

Myostim Unit

The myostim unit was originally developed to combat muscle atrophy on low-g worlds where gravity control was not available. Employing a sensor field coupled to an adjustable, computerized electromyoclonic broadcaster, the myostim unit massages muscles, causing them to expand and relax in sequence. A myostim unit helps keep low-grav world residents in shape by exercising muscles to a degree that the planet's gravity cannot. Users stay in shape simply by sitting in the contour chair myostim array., while remaining free to perform other more sedentary activities.

Myostim units soon found use among body-builders and other athletes, who began using them to keep in shape without any undue effort. They could use the units for a few hours each day to maintain and increase their strength, while attending to other matters (such as political and product endorsements, personal trade ventures, lucrative holo-ad engagements, and even side-betting on their own events). Myostim units are much easier to transport than more-traditional exercise equipment and do not require the user to waste time in "tedious" training routines. It is also rumored that bounty hunters, mercenaries and other such individuals sometimes use these units

to increase their strength—when they can afford the myostim's high cost, at least

Recent medical research has indicated that extended use of myostim units might have certain detrimental effects on the subject's health. Those who have maintained their physical strength with myostims and then suddenly stopped training have experienced extreme muscle atrophy. Even with regular exercise, these individuals lost their strength over time. Scientists also suspect that extensive exposure to a myostim's sensor fields and electromyoclonic broadcaster affects the subject's electro-neural system, a symptom which might vary in intensity from species to species. This interference can cause problems with coordination and judgment, especially in times of extreme physical exertion or stress.

While medical examiners have not yet proven these theories, many believe prolonged use of a myostim unit is dangerous, and often cite the case of famed shockball athlete Gordus Grime. Gordus, a shockball star, purportedly depended on a myostim unit to maintain his physique while pursuing his other business affairs. After a shockball exhibition game on Kaal, he went berserk, murdering seven socialites at a reception in his honor and mangling 17 more people before authorities put him down.

Myostim Unit

Model: Traxes BioElectronics Myostim Couch

Type: Myostim unit

Scale: Character

Cost: 30,000

Availability: 3

Game Notes: For every 12 hours spent on a myostim unit, the subject's *Strength* is increased by +1 (maximum bonus of +1D). The bonus lasts for one week.

Extended use of myostim units might have psychologically damaging results in tense situations requiring sudden bursts of activity. After more than six months of use, characters in an extremely stressful situation may suffer a -2 penalty to *Dexterity*, *Knowledge*, *Perception*, and all related skills; with a mishap, the character becomes enraged and uncontrollable.

Gyaxx/41:3:1:10/Hun• The current research is right on the money: myostim-related muscle atrophy is an incredibly debilitating side-effect. A bounty hunter I worked with used 'stims to keep in shape. When he retired—and stopped using the myostims—his body just fell apart. He's still hooked into life support computers in the Avenel Rest Station medical wing.

Retinal Disguiser

The retinal disguiser is a visor-like device used to defeat security systems based on retinal pattern recognition. It works by projecting a false pattern overlay that accurately matches a predetermined selection. This selection can be loaded into the disguiser if a copy of a known pattern already exists. Likewise, when used in scan mode, a composite of a subject's current retinal pattern

can be stored for future use. It is very difficult to project a different species' retinal pattern on an individual, so retinal security systems set to accept only specific individuals of a different species cannot be fooled by this device.

Retinal Disguiser

Model: Individual criminal manufacture

Type: Retinal pattern falsification device

Skill: Medicine

Cost: 25,000 (black market)

Availability: 4, X

Game Notes: Normal operation requires an Easy *medicine* total. In the event that a pre-existing pattern has been loaded into the device (rather than storing a live subject scan), the gamemaster must determine the relative accuracy of the pattern. This may require the user to make a higher difficulty roll. Users deemed to be sufficiently proficient may attempt to manufacture their own retinal patterns "from scratch" if sufficient data on the desired subject is available. Such attempts will always result, however, in much higher *medicine* difficulties.

Heler/39:4:0:22/Elr• The Ariana Precious Metals Repository on Woostri recently purchased Debris-X Retinal Scanners. Every time I've used a retinal disguiser on a Debris-X, the scanner has failed to detect the fake. Anybody interested in pulling off a metals heist can contact me at the Broken Tusk, Lianna.

Tri-laser Engraver

A mainstay of the modern counterfeiter, the tri-laser engraver uses a micro-miniature array of laser beams to replicate finely textured incisions on a variety of metal and plastic plates used for the production of planetary currencies. By adjusting the angle, pitch and beam width of each individual laser, the counterfeiter can produce a variety of patterns virtually indistinguishable from the originals.

Tri-laser Engraver

Model: Opirus Personal Lasers, Model KL-543

Type: Tri-laser engraver

Skill: Forgery

Cost: 4,000; 8,000+ on the black market

Availability: 3, F, or R

Game Notes: Long-term close-up use of this device without proper eyewear can lead to temporary visual distress and permanent injury.

Theonnrl/39:7:9:00/Bal• The biggest problem with the tri-laser engraver is the brightness and power of the lasers. It eats up power at a tremendous rate, which can be detected by law-enforcement types if they are hooked into the local utilities network. (Even a good energy scan will detect it if you are running it really hot.) Unfortunately, most Imperial and New-Republic currency requires the higher power settings to duplicate.



Brian Schomburg

GUNDARK'S FANTASTIC TECHNOLOGY PERSONAL GEAR

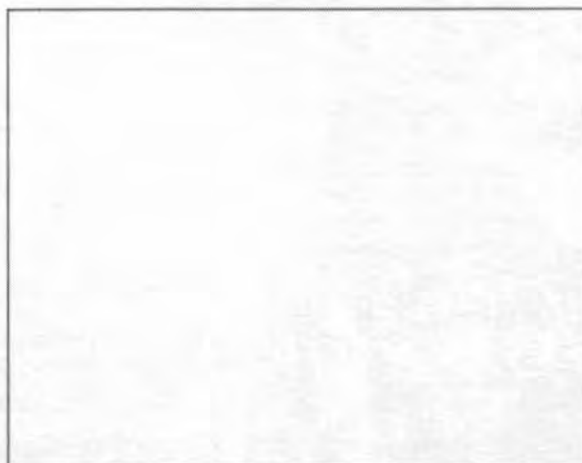
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GUNDARK'S



GUNDARK'S FANTASTIC TECHNOLOGY PERSONAL GEAR

Item: _____
 Model: _____
 Type: _____
 Scale: _____
 Skill: _____
 Crew: _____
 Cost: _____
 Availability: _____
 Game Notes: _____



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